



# The Complete Book of Yōma, Volume 1







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# Introduction

*Yoma* (pronounced with a long “o”) are a prominent feature of the Sailor Moon series. They are the sexy, frightening, and sometimes even funny creatures that the Sailor Scouts challenge and destroy. The word “yoma” roughly translates as “monster” from the Japanese language. Although the minions that the Scouts face in seasons one and two also include cardians and droids, references to all three in this introduction will be encompassed with the single term, *yoma*.

The *yoma* act as the means by which the Scouts practice their attacks and skills in order to become proficient in these areas. In the beginning, Sailor Moon is very unsure of herself and her powers, and is easily intimidated by the *yoma* that she faces. However as the series progresses, and she defeats more and more *yoma*, Sailor Moon develops confidence and courage, and learns to accept her role as The Champion of Justice. For the other Scouts, the *yoma* provide the incentive to remember more powerful attacks after their initial ones no longer prove effective against the more powerful *yoma*. The Scouts remember their forgotten powers when facing the *yoma*, as opposed to when they are facing a major villain, such as Malachite. In addition, the episodes that involve core elements of the story line do not involve *yoma*. The episodes that portray *yoma* can be viewed as “building blocks” to the greater challenges that lie ahead for Sailor Moon and the Scouts. Without the *yoma*, the Scouts would not have been prepared to face the awesome powers of the Negaforce, Wicked Lady, and finally Wiseman.

Many viewers may notice that the overwhelming majority of *yoma* presented in the animated series have very apparent female attributes. This most likely occurs because most of the individuals behind the animated series were male. In fact, it was Naoko Takeuchi (creator of the *Bishojo Senshi Sailormoon manga*) who said, “The anime has a slight male perspective to it, since much of the staff was male. My original version was written by a girl (me) for girls...” (*Sailor Moon Pocket Manga*, Mixx Entertainment, Inc., 1998). This perspective is clearly seen in the manga — there are not as many *yoma* and very few look anything like the ones presented in the television series.

## Yoma

In Season 1, *yoma* are the prominent evil-doers that the Scouts face in battle. Queen Beryl and her Generals summon the majority of the *yoma* from the plane known as the Negaverse. As the series progresses, the *yoma* become stronger and more prepared to face the Scouts. For example, Morga (page 12) was surprised by the appearance of Sailor Moon and she claimed to have never heard of her, while Papion (page 46) had studied Sailor Venus’s “Crescent Beam” attack and was immune to its effects.

In terms of appearance, *yoma* differ from cardians and droids in a significant way. The majority of the *yoma* appear as humanoids, but many have a demonic, and sometimes frightening, appearance. Some are also presented as a creature that many humans instinctively fear, such as a spider (Black Widow, page 24) or a lion (Leo the Lion, page 28). Interestingly, some of the Rainbow Crystal Shadow Warriors deviate the most from a human appearance, with the exception of being bipedal (for example, Bumboo, page 35; Bakeene, page 39). In contrast, the *yoma* that are summoned by the Generals (with the exception of Leo the Lion and Akan, page 40) portray distinct human attributes, and their sex is apparent.

### JEDITE/JADEITE’S YOMA

These *yoma* are summoned by Jedite from the Negaverse. All of the *yoma* that Jedite summons by himself are weak servants. They all share the same goal of collecting energy from humans to release the Negaforce. Later, they are also instructed to defeat Sailor Moon and the Sailor Scouts.

With the exception of Ramwoir (page 19) and Dream Dolly (page 21), these *yoma* share similar demonic features and they all have female characteristics. Each of Jedite’s minions begin their mission on earth with the façade of appearing human, and later their true *yoma* form is revealed. None of these *yoma* can collect energy without the use of some sort of energy-draining object, such as a flower, tarot card, apple, etc.

Jedite’s *yoma* are the first to stand against the Sailor Scouts and have little knowledge of their opponents powers. For example, Kigaan (page 20) confidently grabs Sailor Moon’s tiara but is completely surprised when it surrounds and traps her. Jedite’s *yoma* are likely unsuccessful due to their naivete concerning the powers and abilities of the Scouts.

### NEPHLITE/NEPHRITE’S YOMA

The majority of Nephrite’s *yoma* are summoned from the Negaverse with the exceptions of Leo the Lion, and the Gemini Warriors (page 29), whom Nephrite summons from the stars. Nephrite’s servants range from weak to moderately powerful. In the beginning, they share the same mission as Jedite’s *yoma* — gather energy from humans to release the Negaforce, and destroy the Sailor Scouts. These orders later change when Nephrite is commanded to locate the Imperium Silver Crystal. Nephrite uses the stars to guide him to a human with great energy potential. He infects a favoured item (such as a camera or a doll) with the entity of a *yoma* who is then ordered to drain the human’s energy once it has reached its peak. When the *yoma* is defeated, the victim does not recall any events after meeting with Nephrite.

Nephrite’s *yoma* appear as female humanoids, with the exceptions of Leo the Lion and Nephrite’s Soul Shadow (page 30). Unlike Jedite’s servants, these *yoma* do not need an item to drain energy from humans. However, they share the similarity with Jedite’s servants of being naïve and inexperienced concerning the abilities of the Scouts.

### ZOYCITE/ZOICITE’S YOMA

Zoycite summons Akan and the Plant Sisters (page 32) from the Negaverse. They are weak-moderate servants who do not share the same purpose. The Plant Sisters are ordered to kidnap Molly and force Nephrite to relinquish his Star Crystal. Akan, however, is not given any direct orders from Zoycite and begins to attack every human in his line of sight. Zoycite’s mission is to locate the seven Rainbow Crystals that are carried by human hosts and thus, any *yoma* she could summon do not seem to be necessary for her to achieve her goal.

### THE SHADOW WARRIORS

The Shadow Warriors were captured by Queen Serenity in the Imperium Silver Crystal during the Silver Millennium, but the Crystal later shattered into seven smaller crystals. Each crystal contained a Shadow Warrior who is under the control of Queen Beryl. Zoycite can command the Warriors, but ultimately it is Queen Beryl who is their true master. Their purpose is to return to the Negaverse where all seven will unite to form one huge Shadow Warrior, “The Invincible Shadow”.

The majority of the Shadow Warriors are male, and all of them have varying physical characteristics. Their lack of success may partly stem from their rebirth into human hosts who retain some memory of their human lives when changed to their *yoma* form. Their human essence may be battling with the Shadow essence for control of the host’s body. For example, even when he is transformed into Pox (page 38), Grandpa Hino is able to project his spirit through Raye’s fire reading to ask for her help in returning him to his human form.

### MALACHITE/KUNZITE’S YOMA

Aside from Misha and Janelle (page 44), all of Malachite’s *yoma* are summoned from the Negaverse and they range from moderately powerful to strong. He charges his minions with the task of discovering Sailor Moon’s true identity.



Like Jedite's minions, when these *yoma* begin their mission, they usually possess a well-known and respected human. Once the opportunity arises, they reveal their true identity in order to fulfill their task. It seems that no *yoma* can use the full extent of their powers unless they are in their *yoma* form. All of Malachite's *yoma* have female characteristics and are humanoid in appearance.

These *yoma* are probably unsuccessful in their mission for two reasons. Many of them mistake the other Scouts for Sailor Moon, which allows her to surprise them with a sudden appearance. The second reason for their failure concerns the appearances of Prince Darien (dressed as Tuxedo Mask) who has been brain-washed by the Negaverse. His bond to Sailor Moon and his loyalty to his oath to protect the people of the Earth act as strong beacons that guide him to the battles with the *yoma*. Even as a servant for the Negaverse, Darien cannot ignore his destiny and the evil side that has been thrust upon him is in constant battle with his good side. While the confused *yoma* tries to understand where Prince Darien's loyalties lie, the Scouts take the opportunity to destroy their opponent.

## QUEEN BERYL'S YOMA

Aside from the Shadow Warriors, the only other *yoma* that seem to be under Queen Beryl's direct control are the Doom and Gloom Girls (page 48). They are the strongest *yoma* that are presented in the first season. They volunteer for the task of confronting the Sailor Scouts at the arctic circle where they intend to destroy the entire team. The Doom and Gloom Girls initially present themselves with female characteristics, but when any emotions of fear or hatred become too strong, they shed some of their human-like qualities and an insectoid heritage is revealed.

The Doom and Gloom Girls successfully destroy four of the Scouts, but not Sailor Moon. They apparently succeed in their quest for many reasons. The Scouts have never seen any members of their team die in a battle against any *yoma* and thus their confidence is weakened. Sailor Moon is paralyzed with grief and begs the remaining Scouts to surrender to Queen Beryl to save their lives. The Doom and Gloom Girls also manipulate the Scouts based on their strong affections for Tuxedo Mask, Greg, and Andrew. They create an illusion of each one of these characters desperately needing help, which causes the Scouts and Sailor Moon to either hesitate or think irrationally. Additionally, the Doom and Gloom Girls are extremely focused on their mission and are never distracted by any intervening variables. For example, the death of any of their teammates does not stop them from continuing their quest. They have the ability to work together as one and do not bicker or argue with each other. Personal glory is not their driving force — only the destruction of the Sailor Scouts. Finally, after a Doom and Gloom Girl is hit with a successful attack from one Scout, an explosion results that ultimately destroys the Doom and Gloom Girl, but it is powerful enough to destroy the Scout as well. It is not clear whether this increased energy is a result of the Scout's extreme determination, or is some sort of defense mechanism inherent within the Doom and Gloom Girls.

## Cardians

During Alan and Ann's visit to Earth, the cardians are the primary agents with which the Sailor Scouts must contend. Alan and Ann usually summon the cardians together with a few exceptions: Ann summons Mophead (page 59), while Alan summons Pierrot (page 60) and Insectia (page 61). These minions are usually evoked during a ritual in which Alan fans a deck of cards and Ann randomly chooses one. On the card is an image of a cardian that Alan calls forth when he plays a haunting melody on his flute. In contrast to the appearance of *yoma*, most cardians exhibit combinations of human and animal features (for example, Minotaur, page 52; Faraion, page 53).

The goal for the majority of the cardians is to collect human energy, which is then fed to the dying Doom Tree. This magnificent tree sustains the lives of Alan and Ann, who literally feed from its energy. If the Doom Tree dies, then Alan and Ann will perish along with it. What Alan and Ann do not realize however, is that the Doom Tree needs positive energy to survive and not the energies of fear and despair that the cardians collect from their terrified targets.

Two of the cardians that Alan and Ann summon independently differ from the others in terms of their goals and their demeanor. Mophead and Pierrot were summoned in reaction to feelings of jealousy and anger towards Alan and Ann respectively. Pierrot is charged with the duty of ruining the play in which Ann is starring, while Mophead is sent to interrupt Alan's lunch date with Lita. The two cardians behave in a much more radical fashion than the other cardians (aside from Insectia), and are less concerned with stealing energy. Perhaps Alan and Ann's irrational, emotionally-charged thinking affected the abilities of these cardians to perform adequately.

In the beginning, the cardians do not stand for too long against the Scouts for the same reason as Jedite's and Nephrite's *yoma* — they are unaware of the existence and abilities of the Scouts. Racy (page 55) is the cardian that manages to turn the tide for a limited period of time when Sailor Moon discovers that she does not have the means to destroy such a powerful servant. However, Sailor Moon receives the Moon Sceptre and encouragement from Queen Serenity and is then able to defeat any cardian that stands before her.

## Droids

The droids are summoned by different members of the Dark moon Family and are servants to them. The members of the Family who do not (or cannot) summon droids are Rubeus, Sapphire, and Prince Diamond. The droids range in power from weak to very strong servants, and differ in appearance from cardians and *yoma*. The majority of droids resemble humans with outlandish features, rather than the usual animal or insect attributes, which is the case with many *yoma* and cardians.

During Rubeus's reign, most of the droids are instructed to spread dark energy to the people of Tokyo, which will increase the energy of the Dark Crystal. However, some are commanded to kidnap Rini while she is hiding in the 20th century. After the death of Rubeus, Emerald commands her droids to help her place Sapphire's Dark Crystal Wedges at the Crystal Points in Tokyo. Emerald then infuses the wedges with dark energy so that they can accumulate enough power to open the Dark Gate and subsequently destroy Crystal Tokyo.

The droids generally have more weaknesses than any other *yoma* presented in seasons one and two. These weaknesses often lead to the droid's demise. For example, Droido (page 64) had to take the time to completely re-draw her face after her attack was reflected back at her, Frosty (page 65) suffered a weakness to water-based attacks and was frozen solid by Mercury's "Shine Aqua Illusion", and Grim Man (page 71) lost all ability to control Rini's dream once Rini regained her self-confidence. Additionally, the Scouts have also practiced and refined many of their powers and skills and are able to work more efficiently as a team to defeat their enemies.



TYPE OF SERVANT	STRENGTH LEVEL	NAME(S)	PERCENTAGE OF TOTAL YOMA
Yoma	Very Weak	"Mud Minions"	3%
	Weak	Morga, Fro, Iguaara, Kyurene, Dereela, Garoben, Ramwoir, Kigaan, Dream Dolly, Leo, Gemini Warriors, Yasha, The Plant Sisters, Akan, "Green Yoma"	50%
	Moderately Powerful	Baamu, Titus, Tensie, Petasos, Black Widow, Kyameran, Jumo, Mitsuaami, Polite Society, Blizzard	28%
	Strong	Papion, Ninjana	5%
	Very Strong	The Doom & Gloom Girls	14%
Shadow Warriors	Weak	none	0
	Moderately Powerful	Bobo, Veena, Techniclon, Pox, Bakeene	71%
	Strong	Game Machine Man, Bumboo	29%
	Very strong	none	0
Cardians	Weak	none	0
	Moderately Powerful	Vampeal, Minotaur, Faraion, Mophead, Pierrot, Four Face	50%
	Strong	Vulturos, Skulker, Amphibia, Insectia	33%
	Very strong	Nacrid, Racy	17%
Droids	Weak	Droido, Regalia	13%
	Moderately Powerful	Frosty, Rhonda, Thunderclap, Jellax, Avocado, Hypnotica, Injector, Animal Instinct, Mistrust	56%
	Strong	Marzipan, Doom & Gloom, Genie of the Time Warp	25%
	Very strong	Grim Man	6%

#### SERVANTS DESTROYED BY SINGLE SCOUT ATTACK\*

Yoma	"Mars Fire Ignite"	Kigaan, "Mud Minions", Doom & Gloom Girl I, Doom & Gloom Girl II
	"Jupiter Thunder Crash"	Doom & Gloom Girl IV, Doom & Gloom Girl V
	"Sailor V Kick"	"Green Yoma"
	"Venus Crescent Beam Smash"	Doom & Gloom Girl III
Percentage destroyed by single attack		22% of all Yoma
Cardians	"Jupiter Thunder Crash"	Faraion
Percentage destroyed by single attack		8% of all Cardians
Droids		none
*does not include Sailor Moon		

#### SERVANTS DESTROYED BY COMBINATION SCOUT ATTACK

Yoma	"Moon Tiara Magic" & "Mars Fire Ignite"	Dream Dolly, The Plant Sisters
	"Moon Tiara Magic", "Mercury Bubbles Blast", & "Mars Fire Ignite"	Gemini Warriors
	Percentage destroyed by combination attack	17%
Cardians	"Mars Fire Ignite" & "Venus Crescent Beam Smash"	Minotaur
	"Jupiter Thunder Crash" & "Venus Crescent Beam Smash"	Nacrid
	Percentage destroyed by combination attack	17%
Droids	"Sailor Planet Power"	Genie of the Time Warp
Percentage destroyed by combination attack		6%



TYPE OF SERVANT	ATTACK NAME*	NAME(S)	PERCENTAGE
Yoma	"Moon Tiara Magic"	Morga, Fro, Dereela, Garoben, Ramwoir, Titus, Tensie, Petasos, Black Widow, Kyameran, Jumo, Yasha	33%
	"Moon Tiara Action"	Baamu, Iguaara, Kyurene	8%
	"Moon Healing Activation"	Akan, Mitsuaami, Polite Society, Blizzard, Ninjana	14%
	"Moon Healing Escalation"	Papion	3%
Shadow Warriors	"Moon Healing Activation"	all	100%
Cardians	"Moon Tiara Magic"	Vampeal	8%
	"Moon Sceptre Elimination"	Racy, Vulturos, Skulker, Amphibia, Mophead, Pierrot, Insectia	58%
Droids	"Moon Sceptre Elimination"	all but Genie of the Time Warp	94%

*\*does not include instances when Sailor Moon uses a combination attack*

TYPE OF SERVANT	APPEARANCE	NAMES	PERCENTAGE
Yoma	male	Leo the Lion, Akan, "Mud Minions", "Green Yoma"	11%
	female	all but ones listed above	89%
Shadow Warriors	male	all but ones listed below	71%
	female	Veena, Techniclon	29%
Cardians	male	Vulturos	8%
	female	all others	82%
Droids	male	Grim Man, Doom, Gloom	19%
	female	all others	81%

## Game Mastering Yoma

### THE ROLE OF YOMA

In the Sailor Moon series, the *yoma* assume the roles of "monsters-of-the-week". In the episodes in which they appear, the battles between the Sailor Scouts and *yoma* can fill roughly 10-30% of the airtime. While this percentage of time works well for the television series, it would prove disastrous for a long-term *Sailor Moon RPG* campaign.

The role of *yoma* in an epic Sailor Moon campaign can be likened to the role of comedy in a Shakespearean tragedy: both should be used to offset the tension of the dramatic story elements, and to add variety to the background actions. Too much emphasis on combat with *yoma* will weaken the impact of the important themes and characterization that would otherwise turn a good Sailor Moon story into a great Sailor Moon story. In short, the GM should focus on character and story...not *yoma*.

Dedicated fans of Sailor Moon can recognize that the characters and their interactions really make the series shine above so many others. The teenaged Sailor Scouts have many issues to face in their adolescence — including sexuality, money, school, sports, image, and friendship — which makes dealing with *yoma* and villains from the Negaverse challenging. When used sparingly in a Sailor Moon game, *yoma* can not only provide exciting combat action, but can also serve as the means by which the Sailor Scouts must interact and work together to reach their goal. The presence of *yoma* should add to the character-character relations, not detract from them.

For example, if one character is starting to develop a relationship with another, the presence of a *yoma* can add tension to the romantic bond (especially if one character is unaware that the other is a Sailor Scout). Even if the *yoma* is never actually encountered within the game, its presence can drive a wedge between the characters, or perhaps draw them closer. An involved character may be forced to split her time between her Sailor Scout duties and the commitment to a significant other. Another example could involve a Sailor Scout who is having troubles at home with frequent arguments with parents. Some GMs may take advantage of the situation by adding the threat of a *yoma* to the story. If the mother or father is kidnapped and is in danger, the Scout may reflect upon the recent troubles and only then realize what is truly important to her.

Finally, it is important to remember that the main villains, not the *yoma*, are the antagonists who should pose the greatest threat to the Sailor Scouts and the Earth. *Yoma* are merely the servants of a greater power and are usually sent to terrorize the Sailor Scouts at the command of their master. Every villain should have a grand scheme that requires *yoma* to see the plan to completion. However, at the climax of an intense campaign story, the *yoma* should be pushed aside to make way for the final battle between the major villains and the Champions of Justice.

### WHO DESTROYS THE YOMA?

In many Sailor Moon episodes, Sailor Moon is the character who destroys the *yoma*, or heals the character possessed by the *yoma*. In a game where the players are each playing the role of a Sailor Scout, Sailor Moon should not be the only character who can defeat the *yoma*.



threats. Such a narrow focus places too much game importance on one player, and detracts from the other players' enjoyment. Battles with *yoma* should be arranged such that it is possible for any of the Scouts to defeat the threat. For extremely powerful *yoma*, a combination of attacks from a number of Scouts may be necessary. It is acceptable to occasionally present a *yoma* that can only be destroyed by the powers of a particular Scout (such as Sailor Moon's "Moon Healing Activation" or Sailor Mercury's "Mercury Ice Bubbles Freeze"), but this should be the exception, rather than the rule.

Although it appears that the advice above contradicts the trend established in the series, the Stat points and abilities assigned to the *yoma* make this possible. Consider the following example:

In "Kindergarten Chaos" (Episode #52, page 56), Sailor Venus and Sailor Moon battle the cardian, Vulturos. In this episode, Sailor Venus launches her "Venus Crescent Beam Smash" against Vulturos, who is apparently uninjured. Sailor Venus then powers up her attack to "Venus Meteor Shower", which knocks Vulturos senseless. Finally, Sailor Moon finishes Vulturos with her "Moon Sceptre Elimination" attack.

Sailor Venus's "Venus Crescent Beam Smash" delivers 30 points of damage, "Venus Meteor Shower" delivers 60 points, and Sailor Moon's "Moon Sceptre Elimination" delivers 90 points. Vulturos has been assigned the "Ignore 30 damage points from a Sailor Scout attack" ability, and 70 Health Points. Sailor Venus's first attack (30 damage) did not deliver any damage. Next, 30 points of damage from "Venus Meteor Shower" penetrated Vulturos's defenses, dropping him to 40 Health Points. Although Sailor Moon's attack delivered a final 60 points of damage (destroying Vulturos), it is also possible that Sailor Venus could have attacked with "Venus Meteor Shower" twice more to achieve the same effect. Alternatively, if Sailor Mars had been on the scene instead of Sailor Moon, she could have combined her "Mars Fire Ignite" attack with Sailor Venus's "Venus Crescent Beam Smash" attack to deliver a total of 90 points of damage (120 from the combined attack, minus 30 for Vulturos's ability). This combination could have destroyed Vulturos in one blow, and would not have required the help of Sailor Moon.

## PHILOSOPHY OF DEATH

Once the Sailor Scouts deliver enough damage to a *yoma* to reduce its Health Points below 0, it is unclear what has really happened. Was the *yoma* destroyed? Killed? Eliminated? Banished from existence? Forced back to the Negaverse? Released from a life of torment? If the *yoma* have souls, where do they go when the *yoma* is destroyed? It is equally unclear if *yoma* experience pain, and if so, to what extent. These philosophical aspects of a *yoma*'s destruction will depend on each GM's opinion concerning the events of the series. It is clear, however, that the Sailor Scouts never feel any guilt associated with the defeat of a *yoma*, which indicates that the teenaged Scouts probably do not believe that they "killed" the *yoma*. The ramifications of a *yoma*'s death upon the conscience of the Sailor Scouts would certainly provide an interesting and intense theme to a Sailor Moon campaign.

## GAME MECHANICS

Rules about servant creation (customized and random) from pages 155-157 of the core rulebook have been reprinted below for easy reference. To keep representations of the *yoma* as accurate as possible, some extrapolations from the servant abilities and defects were made. For example, for Iguaara (page 15), the Type II ability "Control the mind of 2-4 humans" has been modified to "Re-animate 5-20 unconscious humans to carry out a single attack". Simple re-animation is less powerful than full mind control, and thus more people can be affected by the ability. Similarly, for Dereela (page 17), the Type I ability "Create believable illusions for 1 person" has been modified to "Create flawed illusions for many people". Finally, some *yoma* will suffer from one or more Character Defects that are described on page 51-58 of the core rules, but are not listed in Table 5-4: Servant Weaknesses (the options were far too numerous). For example, Kigaan (page 20) suffers from the Item Dependency Defect — she requires Negacharms to drain energy.

## NOTES ON SPELLING

Converting the written Japanese language (*hiragana* or *kanji*) into Roman characters (or *romaji*) is known as romanization. There is no "right" way to convert *hiragana* or *kanji* into *romaji*, but the conventions usually used when naming the *yoma* are as follows:

- "i" is used rather than "I" (for example, "Iguaara" and not "Iguala")
- a long "o" is represented with a single "o" (for example, "yoma" and not "youma" or "yohma")
- other extended (or long) vowel sounds are represented by a double character (for example, "Baamu" instead of "Bamu")
- literal translations and implied translations are usually given (for example, in Japan, "Bobo the Vulture" is known as "Bokushi", which is a variation of "Boxy")

## CUSTOMIZED SERVANTS

These creation rules do have some similarities to the rules given in the core rulebook, Chapter 2: Character Creation (pages 26-60). For more information about the Stats, Derived Values, and other point-based concepts given below, refer to the text in that chapter. A new term, Servant Ability Points, is used to determine the number of abilities or powers the dark servant will possess. The points used to create a servant depends on how powerful it is:

### WEAK SERVANT

9 Stat Points, 10-20 Health Points, 10-20 Energy Points, Attack Combat Value of 5, Defense Combat Value of 3, maximum attack Damage Value of 10-20, up to 5 Servant Ability Points.

### MODERATELY POWERFUL SERVANT

12 Stat Points, 20-50 Health Points, 20-50 Energy Points, Attack Combat Value of 6, Defense Combat Value of 4, maximum attack Damage Value of 20-30, up to 10 Servant Ability Points.

### STRONG SERVANT

15 Stat Points, 50-70 Health Points, 50-70 Energy Points, Attack Combat Value of 7, Defense Combat Value of 5, maximum attack Damage Value of 30-40, up to 15 Servant Ability Points.

### VERY STRONG SERVANT

18 Stat Points, 70-140 Health Points, 70-140 Energy Points, Attack Combat Value of 8, Defense Combat Value of 6, maximum attack Damage Value of 40-50, up to 20 Servant Ability Points.

After the dark servant has been assigned its Stats, Health Points, Energy Points, Combat Value and Damage Value, the player or GM can select the servant's special abilities and powers from the Servant Abilities tables (Tables 5-1, 5-2 and 5-3). A single Type I Ability requires 1 Servant Ability Point, a Type II Ability requires 2 Servant Ability Points, and a Type III Ability requires 3 Servant Ability Points. For example, a Strong Servant with up to 15 Servant Ability Points could be constructed using a number of different combinations of abilities and powers: (15 Type I abilities) or (12 Type I abilities and 1 Type III ability) or (5 Type I abilities, 2 Type II abilities and 2 Type III abilities), etc. The exact descriptions and limitations on each Servant Ability should be determined by the GM.

Some dark servants also have a weakness that can ultimately lead to its defeat at the hands of the Sailor Scouts. By assigning a servant one or more optional weaknesses from Table 5-4: Servant Weaknesses, the servant gains one or more extra Servant Ability Point(s). For example, a moderately strong servant with one weakness, that usually has up to 10 Servant Ability Points, can have 11.



## RANDOMIZED SERVANTS

The GM can use the dice to quickly generate a servant during a gaming session that has a random assortment of abilities or powers, as well as one or more weaknesses (GM's discretion). For each servant, the GM should carry out the following steps:

1. Decide how powerful the servant is (weak, moderately powerful, strong or very strong). Use the number values in the previous Customized Servants section for determining the servant's Stats, Health Point, Energy Points, Attack Combat Value, Defense Combat Value and Damage Value.
2. Roll one six-sided die to determine the first type of ability the servant will have. A roll of 1-3 is a Type I Ability (Table 5-1), a roll of 4-5 is a Type II Ability (Table 5-2), and a roll of 6 is a Type III Ability (Table 5-3).
3. Roll one six-sided die to determine the ability group within the table specified in the previous step. A roll of 1-2 is Group A, a roll of 3-4 is Group B, a roll of 5 is Group C, and a roll of 6 is Group D.
4. Roll one six-sided die to determine which particular ability the servant will have within the table and group specified in the previous two steps.
5. Repeat steps 2-4 to assign the servant multiple abilities. Servants should have between 5 abilities (weaker servants) and 10 abilities

(stronger servants), but may be assigned as many or as few abilities as the GM desires.

6. Roll one six-sided die to determine the weakness group in Table 5-4. A roll of 1-3 indicates that the servant does not have a weakness. For a result of 4-6, roll another die to determine the weakness group - a roll of 1-2 is Group A, a roll of 3-4 is Group B, a roll of 5 is Group C, and a roll of 6 is Group D.
7. Roll one six-sided die to determine which particular weakness the servant will have within the group specified in the previous step.

*Example: The GM needs to generate a relatively weak servant quickly, and thus decides to use the randomized servant rules. The GM rolls a 1 during Step 2, indicating that the servant has a Type I Ability. She then rolls a 3 during Step 3, indicating that the servant has a Group B Ability. The third roll (Step 4) is a 5, indicating that the servant has the ability to "assume any human form". Finally, a roll of 2 during Step 6 indicates that the servant does not have a weakness. The GM repeats the rolls until the yoma has 5 abilities.*

**Table 5-1: Type I Abilities (Roll of 1-3)**

### GROUP A (Roll of 1-2)

- 1: 1 Level in any "1 Point/Level" Attribute or Negaverse/Sub Attribute
- 2: Control the mind of 1 human
- 3: Surround or trap a small part of a target's body with an object
- 4: Fire or shoot small objects/weapons for short distances
- 5: Shapeshift a body part into a single alternate form
- 6: Use telekinesis to move small objects

### GROUP B (Roll of 3-4)

- 1: Create small explosions that cause minimal damage
- 2: Ignore or deflect 10 damage points from a Sailor *Senshi* Attack
- 3: 1 Level in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
- 4: Meld into the surrounding environment (ground, objects, etc.)
- 5: Assume any human form
- 6: Levitate

### GROUP C (Roll of 5)

- 1: Paralyze 1 person
- 2: Control the mind of 1-3 animals
- 3: Place 1 person into a deep sleep
- 4: Create believable illusions for 1 person
- 5: Arms, legs, or other body parts can stretch to great lengths
- 6: Armoured skin that cannot be pierced by non-magical weapons

### GROUP D (Roll of 6)

- 1: Spray acid from the body (mouth, arms, etc.)
- 2: Summon tentacles or other creatures from the environment
- 3: Sonic blast
- 4: Gust of wind
- 5: Pass through walls and other solid objects
- 6: Assume a gaseous form

**Table 5-2: Type II Abilities (Roll of 4-5)**

### GROUP A (Roll of 1-2)

- 1: 1 Level in any "2 Points/Level" Attribute or Negaverse/Sub Attribute
- 2: Control the mind of 2-4 humans
- 3: Surround or trap most of a target's body with an object
- 4: Fire or shoot small objects/weapons for great distances
- 5: Shapeshift a body part into several alternate forms
- 6: Use telekinesis to move medium-sized objects

### GROUP B (Roll of 3-4)

- 1: Create medium-sized explosions that cause moderate damage
- 2: Ignore or deflect 20 damage points from a Sailor *Senshi* Attack
- 3: Limited-range teleportation
- 4: Create believable illusions for 2-4 people
- 5: Fly (with or without wings)
- 6: Infuse an object or area with negative energy (causes anger in humans)

### GROUP C (Roll of 5)

- 1: Paralyze 2-4 people
- 2: Control the mind of 4-10 animals
- 3: 2 Levels in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
- 4: Can travel freely between different dimension and realms
- 5: Place 2-5 people into a deep sleep
- 6: Possess a single human (yoma often grows in strength during this time)

### GROUP D (Roll of 6)

- 1: Create a small amount of inanimate matter (rocks, water, etc.)
- 2: Super strength (Body Stat +3; Damage Value +30 for melee combat)
- 3: Transmute one inanimate object into another
- 4: Create duplicate copies of itself (not an illusion)
- 5: Turn 1 victim to stone
- 6: Cause paranoia in 1-10 people





**Table 5-3: Type III Abilities (Roll of 6)**

**GROUP A (Roll of 1-2)**

- 1: 1 Level in any "3-4 Points/Level" Attribute or Negaverse/Sub Attribute
- 2: Control the mind of 5-10 humans
- 3: Completely encase a target's body within an object
- 4: Fire or shoot large objects/weapons for great distances
- 5: Shapeshift any number of body parts into multiple forms
- 6: Use telekinesis to move large objects

**GROUP B (Roll of 3-4)**

- 1: Create large explosions that do great damage
- 2: Ignore or deflect 30 damage points from a Sailor *Senshi* Attack
- 3: Unlimited-range teleportation
- 4: Create believable illusions for 5-10 people
- 5: Place 6-10 people into a deep sleep
- 6: Regeneration of 20 Health Points each round

**GROUP C (Roll of 5)**

- 1: Paralyze 5-10 people
- 2: Control the mind of 11-20 animals
- 3: 3 Levels in Elemental or Emotional Control *Senshi*/Knight Sub-Attribute
- 4: Pull or shift others into different dimension and realms
- 5: Catch any thrown or fired weapon without receiving damage
- 6: Will become 2 separate servants if split into 2 parts

**GROUP D (Roll of 6)**

- 1: Modify attacks to mimic a Sailor *Senshi* Attack
- 2: Immunity to any single Sailor *Senshi* Attack
- 3: Deflect a Sailor *Senshi* Attack back upon the Scout
- 4: Will return to life after being destroyed
- 5: Assume the form of any inanimate object
- 6: Enter the dreams of others

**Table 5-4: Servant Weaknesses (Roll of 4-6)**

**GROUP A (Roll of 1-2)**

- 1: Double damage taken from water-based attacks
- 2: Double damage taken from fire-based attacks
- 3: Double damage taken from wind-based attacks
- 4: Double damage taken from earth-based attacks
- 5: Double damage taken from lightning-based attacks
- 6: Has an Achilles Heel (a hidden, but critical weakness)

**GROUP B (Roll of 3-4)**

- 1: Has half the regular number of Health Points
- 2: Has half the regular number of Energy Points
- 3: Body Stat is 3 points lower than normal
- 4: Mind Stat is 3 points lower than normal
- 5: Soul Stat is 3 points lower than normal
- 6: Attack and Defense Combat Values are 3 points lower than normal

**GROUP C (Roll of 5)**

- 1: Attack can be reflected by mirrors (attack is probably light-based)
- 2: No will to fight, or possesses great timidity
- 3: Dependency upon an object, person, or special condition for survival
- 4: Incredibly vain
- 5: Cannot work efficiently with other dark servants without arguing
- 6: "Evil side" struggles regularly with the servant's "Good side"

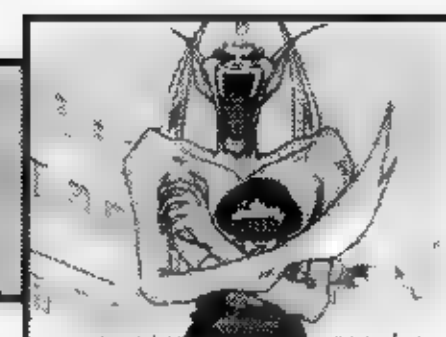
**GROUP D (Roll of 6)**

- 1: Extreme Phobia
- 2: Easily distracted by an object, event, person, or environmental condition
- 3: Need to "recharge" between actions, which prevents simultaneous attack
- 4: Movement is limited to within a certain defined area
- 5: Only in existence for a limited amount of time
- 6: Loss of one or all senses (taste, touch, sight, smell, and/or hearing)





# Mud Minions & Green Yoma



**ENGLISH NAME:** None given  
**JAPANESE NAME:** None given  
**ENGLISH EPISODES:** "Cruise Blues" (Episode #9) and "Fight to the Finish" (Episode #10)  
**JAPANESE EPISODES:** Episode #12 and Episode #13  
**TYPE:** Negaverse *Yoma*, Very Weak Servants  
**MASTER:** Jedite  
**OPPONENT:** Sailor Moon, Sailor Mercury, Sailor Mars  
**FATE:** Destroyed by Sailor Mars ("Mars Fire Ignite")

## POINTS OF INTEREST

- "Mud Minions" are made of mud and can assume any human form.
- Can be ordered to carry out any simple command (such as attack) by any Negaverse creature.
- Several "Mud Minions" may be formed from one giant "Grandfather Mud Man".



TOTAL SERVANT ABILITY POINTS 2		BODY 2		MIND 0	SOUL 0
HEALTH POINTS 10		ENERGY POINTS 0	ACV 3	DCV 1	DAMAGE 5 (fists)
TYPE I	Assume any human form (such as airport security guards)				
TYPE I	Unique Character Attribute, Level 2 (all physical weapons cause Minion to split in half and form another full-sized Minion)				
WEAKNESS	Double damage taken from fire-based attacks				

**ENGLISH NAME:** None given  
**JAPANESE NAME:** None given  
**ENGLISH EPISODE:** Deleted  
**JAPANESE EPISODE:** Episode #42  
**TYPE:** Negaverse *Yoma*, Weak Servant  
**MASTER:** Unknown (possibly Queen Beryl)  
**OPPONENT:** Sailor V  
**FATE:** Destroyed by Sailor V ("Sailor V Kick")

## PHYSICAL APPEARANCE

This is a male *yoma* with green skin, pointed ears, and large fangs. He stands 7 feet tall and has long spindly arms with clawed hands. His eyes glow red, and he has two spikes that protrude from his shoulders, and one that grows out of the top of his head.



## SIGNIFICANT EVENTS

While roaming the streets of London disguised as a human, this *yoma* gives into his weakness and steals a purse from a helpless shopper. When he is persued by an Interpol agent, the *yoma* grabs a small child to use as a shield. However, he is hungry after a long day of patrolling for the Negaverse, and the green *yoma* decides to use the child as a snack instead. He shifts into his *yoma* form but from out of nowhere, Sailor V leaps into the fray, kicks the green *yoma* in the head, and he crumbles to dust.

TOTAL SERVANT ABILITY POINTS 0		BODY 3		MIND 3	SOUL 3
HEALTH POINTS 5		ENERGY POINTS 5	ACV 5	DCV 3	DAMAGE (minimal)
TYPE I	Assume any human form				
TYPE I	Shapeshift a body part into a single alternate form (hand into a blade)				
WEAKNESS	Unique Character Defect (kleptomania)				



# Yoma







**ENGLISH NAME:** Morga  
**JAPANESE NAME:** Moruga  
**ENGLISH EPISODE:** "A Moon Star Is Born"  
**JAPANESE EPISODE:** "*Nakimushi Usagi no karei naru henshin!*" Episode #1  
[ "*The Crybaby Usagi's Splendid Transformation!*" ]  
**TYPE:** Negaverse Yoma; Weak Servant  
**MASTER:** Jedite  
**OPPONENT:** Sailor Moon  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Morga is a gaunt and withered creature that stands about 6 feet tall. The individual bones of her humanoid skeletal frame are visible beneath her brown, leathery skin. A distinguishing blood-red mark (oblong with jagged protrusions) is located in the centre of her forehead. Morga's eyes are large, black ovals but the yellow irises within are particularly small. She also sports dark brown hair, pointed ears, and two-inch claws as fingernails. Morga wears a plain, black, off-the-shoulder dress that shimmers and waves when she levitates.

### SIGNIFICANT EVENTS

Morga is the first *yoma* that Jedite sends to Earth on an energy-gathering mission. She infiltrates the OSA•P jewellery shop, drains the owner (Molly Baker's mother) of her life energy, and shapeshifts to disguise herself as the owner. Within hours, Morga replaces all the merchandise within the store with her own energy-draining jewellery, and lures unsuspecting customers with a "90%+ Discount Sale". Once the store is nearly full of humans, Morga begins to drain their life energies with the jewellery and channels it back to Jedite in the Negaverse. To avoid suspicion, Morga drains the energies slowly at first, and then much more rapidly as evening approaches.

When all of the customers finally collapse, a fearful Molly asks her mother what is happening. Morga grabs Molly by the throat and reveals the horror of her true form. Fortunately, the newly-transformed Sailor Moon arrives to rescue her friend before any harm can be done. Morga releases Molly, levitates into the air, and exerts mind control over all the humans whose energies she previously drained. Morga reaches out to attack Sailor Moon as well, but Tuxedo Mask's "Rose Attack" temporarily distracts her. A very frightened Sailor Moon begins to wail and the screeching sound is amplified greatly by the red balls in her hair. Morga is sensitive to the piercing pain attack, which disrupts her control over the humans. While Morga is reeling in pain, Sailor Moon launches her "Moon Tiara Magic" attack and turns her to dust. Before she disintegrates, Morga vows, "I shall return!"

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Morga exhibits the following characteristics:

- When disguised as Molly's mother, Morga even fools Molly.
- Morga, on Earth, can communicate with Jedite while he is in the Negaverse.
- She can become startled, similar to a normal human (this may disrupt her mind control).
- She can pick Molly off the ground when using both arms.
- She can twist her head around 180° to see directly behind her.
- She does not know Sailor Moon, and has never heard the name.
- She may be able to be reborn or resurrected at some time ("I shall return!")
- The white dust of Morga's remains disappears within seconds after her destruction.



TOTAL SERVANT ABILITY POINTS 5		BODY 5		MIND 3	SOUL 1
HEALTH POINTS 20		ENERGY POINTS 15	ACV 5	DCV 3	DAMAGE 5 (claws)
TYPE I	Assume any human form (such as Molly's mother)				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE I	Levitate (10-20 feet in the air)				
TYPE I	Arms can stretch to great lengths (up to 30 feet)				
TYPE II	Reanimate 5-20 unconscious humans to carry out a single action (such as "Attack")				
Weakness	Item Dependency Defect (requires Negajewellery to drain energy)				





**ENGLISH NAME:** None Given  
**JAPANESE NAME:** Baamu  
**ENGLISH EPISODE:** Deleted  
**JAPANESE EPISODE:** *"Oshiokiyo! Uranai hausu wa yoma no yakata!"*  
*["I'll Punish You! The Fortune House is a Yoma's Mansion!"]*  
**TYPE:** Negaverse Yoma; Moderately Powerful Servant  
**MASTER:** Jadeite  
**OPPONENTS:** Sailor Moon, Tuxedo Kamen  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Action")



### PHYSICAL APPEARANCE

Baamu is a 6 foot-tall, female humanoid who wears a full-length purple gown. She has sickly-green skin, fangs, and pointed ears. Her burning yellow eyes peer out from a gaunt and monstrous face. Baamu has long, black hair which forms clawed hands that Baamu can use as an offensive weapon.

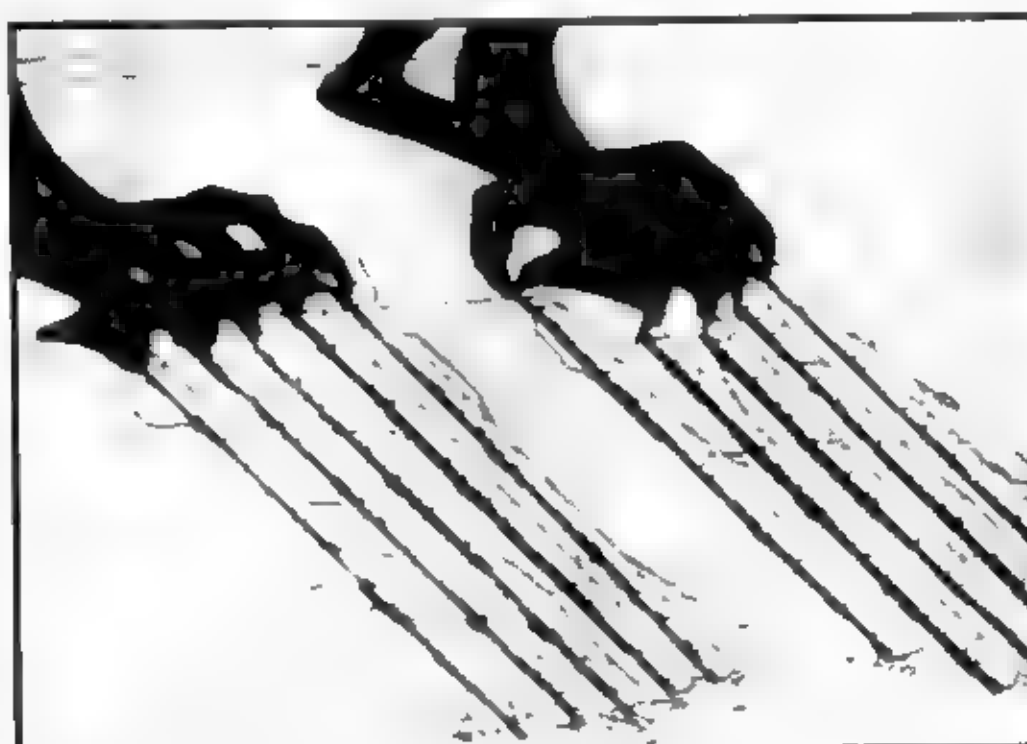
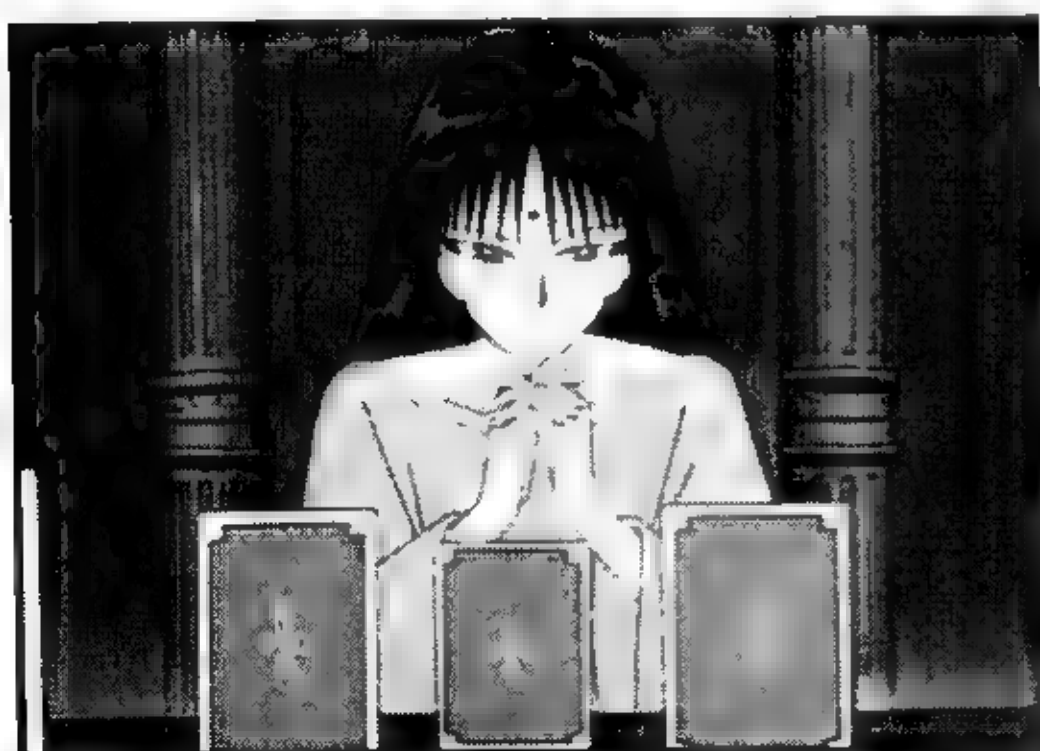
### SIGNIFICANT EVENTS

As part of his new energy gathering scheme, Jadeite orders Baamu to disguise herself as a fortune-teller. Baamu opens a house of fortunes in downtown Tokyo. After reading a fortune, Baamu gives a Negaverse Tarot card to each person. Baamu can drain the energy and control the mind of whoever carries the card. Usagi notices that her schoolmates are behaving strangely and she traces this back to Baamu's store. She transforms into Sailor Moon and tries to shut down the yoma's business. Baamu orders her brainwashed victims to attack Sailor Moon, but Tuxedo Kamen uses his "Rose Throw" against the yoma. This breaks the mind control spell and allows Sailor Moon to destroy Baamu with her "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Baamu exhibits the following characteristics:

- Baamu knows several Negaverse spells, including: Telekinesis and Minor Fortune Telling.
- Baamu must concentrate to maintain her spells. Any distraction will break the spells.
- Victims under Baamu's control develop green skin and yellow eyes.
- Baamu may attack with her hair (10 points damage) or use it to handle and manipulate small items.
- When Baamu is destroyed, her magical Tarot Cards disappear instantly and the energy drained from her victims is returned.
- Queen Beryl may have assisted Jadeite with the summoning of Baamu.



<b>TOTAL SERVANT ABILITY POINTS 8</b>		<b>BODY 4</b>		<b>MIND 4</b>	<b>SOUL 4</b>
HEALTH POINTS 20	ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE 10 (hair/cards)	
TYPE I	Assume any human form (such as a fortune teller)				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 Energy Points each round)				
TYPE I	Fire or shoot cards for short distances				
TYPE I	Hair can stretch to great lengths (up to 20 feet)				
TYPE II	Negaverse Magic Negaverse Sub-Attribute, Level 1				
TYPE III	Control the minds of 10 or more humans				
Weakness	Item Dependency Defect (requires Negacards to drain energy)				





**ENGLISH NAME:** Fro  
**JAPANESE NAME:** Hurau (could be pronounced as Fro/Flo)  
**ENGLISH EPISODE:** "Talk Radio"  
**JAPANESE EPISODE:** *"Nazono nemuribyo, mamore otomeno koisuru kokoro!"*  
 Episode #3  
 ["The Mysterious Sleeping Disease, Protect the Young Girl's Loving Heart!"]  
**TYPE:** Negaverse Yoma; Weak Servant  
**MASTER:** Jedite  
**OPPONENTS:** Sailor Moon  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Fro is a tall, monstrous humanoid *yoma* with pointed ears, leathery violet skin, and long reddish-brown hair. She has many of the same physical features as Morga (Episode #1, "A Moon Star is Born") including fangs, two-inch claws, pointed ears, and a dark, jagged mark in the middle of her forehead. Fro wears a blue toga — a single piece of material wrapped around her shoulder and chest, which ends in a skirt.

### SIGNIFICANT EVENTS

Fro acts as Jedite's manager to help deceive the people of Tokyo that Jedite hosts a late night show called "The Love Line". The "Love Line" features Jedite reading letters written by fans to their loved ones. As part of their plan, Fro and Jedite send a special Dark moon flower to anyone whose letter has been read on the air. These Negaflowers drain the energy from anyone who wears them, or anyone who touches the person wearing them. For example, Molly receives a flower and falls unconscious in class, and when Serena touches Molly's arm to wake her, Serena is also drained of her energy.

Later, Serena transforms into a talent agent in order to break into the radio studio while "The Love Line" is on the air, and discovers that all of the radio staff are asleep. She interrupts Jedite's show and reveals his evil plans to all the listeners, but Fro smashes through a glass window to stop her. Serena transforms into Sailor Moon and narrowly escapes when Fro changes into her *yoma* form and creates an explosion by exhaling a volatile pink steam. Fro uses levitation to follow Sailor Moon through a hole in the ceiling, and attacks Sailor Moon with her claws. Sailor Moon eventually prevails, destroying Fro with "Moon Tiara Magic" and turning her into a small pile of moon dust.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Fro exhibits the following characteristics:

- Even when disguised as a human, Fro's eyes have the tendency to briefly glow red.
- She is able to break through glass windows without harming herself.
- In order to drain energy from humans, Fro must be in possession of a Negaflower. She always wears one in her human form.
- Fro and Morga may be related, based on physical appearance.



TOTAL SERVANT ABILITY POINTS 5		BODY 5		MIND 3	SOUL 1
HEALTH POINTS 20		ENERGY POINTS 15	ACV 5	DCV 3	DAMAGE 5 (claws), 10 (breath)
TYPE I	Assume any human form				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE I	Levitate (10-20 feet in the air)				
TYPE I	Create small explosions that cause minimal damage (pink breath)				
TYPE II	Place 2-5 people into a deep sleep				
Weakness	Item Dependency Defect (requires Negaflower to drain energy)				





ENGLISH NAME: None Given  
JAPANESE NAME: Iguaara (variation of "Iguana")  
ENGLISH EPISODE: Deleted  
JAPANESE EPISODE: "Yoma no kaori! Shaneera wa aio nusumu!"  
["The Demonic Scent! Shaneera Steals Love!"]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Jadeite  
OPPONENT: Sailor Moon  
FATE: Destroyed by Sailor Moon ("Moon Tiara Action")



### PHYSICAL APPEARANCE

Iguaara is a 6 foot-tall, lizard yoma who walks on two legs. She has a long, prehensile tail, and blue fangs. Iguaara also has yellow eyes and long, brown hair, as well as clawed hands and feet.

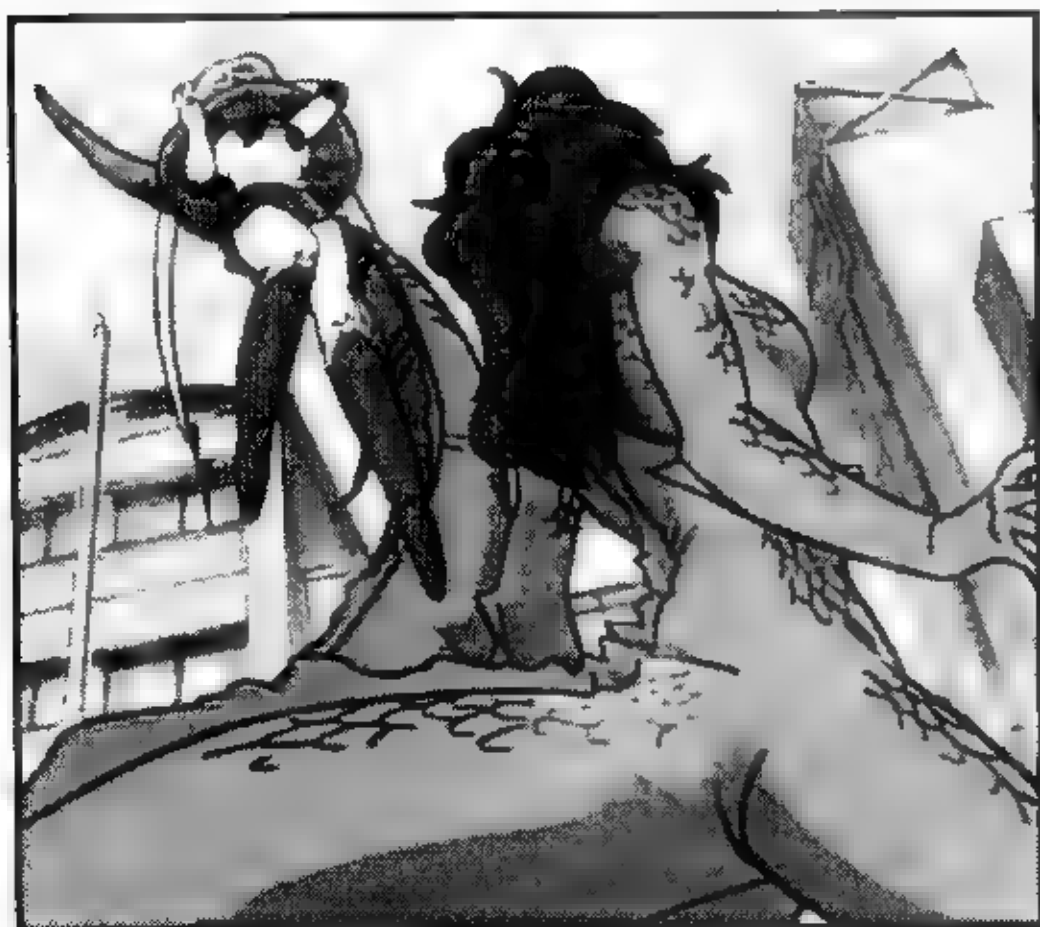
### SIGNIFICANT EVENTS

Jadeite orders Iguaara to open a pet store that sells only one type of pet: Shaneera. Shaneera resemble small demonic bunnies that hypnotize and then drain energy from their unsuspecting owners. Iguaara gives a Shaneera to Usagi's brother, Shingo, and his girlfriend, Mika. After giving away these Negapets to several other children as well, Iguaara summons all of the hypnotized Shaneera owners to her store and orders them to distribute more Shaneera throughout the city. Sailor Moon crashes the meeting, but Iguaara orders the brainwashed children to attack the Champion of Justice. Sailor Moon breaks the yoma's spell by sprinkling "Moon Tiara Stardust" over the children who recover immediately. Iguaara grabs Sailor Moon with her tail and tries to crush her, but Luna discovers that the yoma has a weak spot. She instructs Sailor Moon to throw her Moon Tiara at the base of Iguaara's tail, and Iguaara is blasted into Moon Dust.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Iguaara exhibits the following characteristics:

- The weak point at the base of Iguaara's tail glows blue and is easily detected.
- The Shaneera have their own special abilities: 1) Control the mind of a single person. Owners will become hostile towards anything that stands between them and their Negapet. 2) Energy Drain Negaverse Sub-Attribute, Level 1 (5 Energy Points each round).
- Victims controlled by Iguaara develop blue scales and green eyes.



TOTAL SERVANT ABILITY POINTS 5		BODY 6		MIND 3	SOUL 3
HEALTH POINTS 20		ENERGY POINTS 10	ACV 5	DCV 3	DAMAGE 40 (claw/bite)
TYPE I	Armoured skin that cannot be pierced by non-magical weapons				
TYPE I	Assume any human form				
TYPE II	Super Strength (Body Stat +3; Damage Value +30 for melee combat)				
TYPE II	Re-animate 5-20 unconscious humans to carry out a single action (such as "Attack")				
Weakness	Achilles Heel (base of tail)				





**ENGLISH NAME:** None Given  
**JAPANESE NAME:** Kyurene  
**ENGLISH EPISODE:** Deleted  
**JAPANESE EPISODE:** *"Mamore koi no merodii! Usagi wa kyuupiddo!"*  
[*"Protect the Song of Love! Usagi Plays Cupid!"*]  
**TYPE:** Negaverse Yoma; Weak Servant  
**MASTER:** Jadeite  
**OPPONENT:** Sailor Moon, Luna, Amade Yusuke  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Kyurene is a vampiric *yoma*. She has large purple bat wings, and pink bat ears that fan out from the sides of her head. Kyurene has long, red and black hair, green skin, fangs, and clawed hands and feet. She wears a loose pink dress over a red and black body suit.

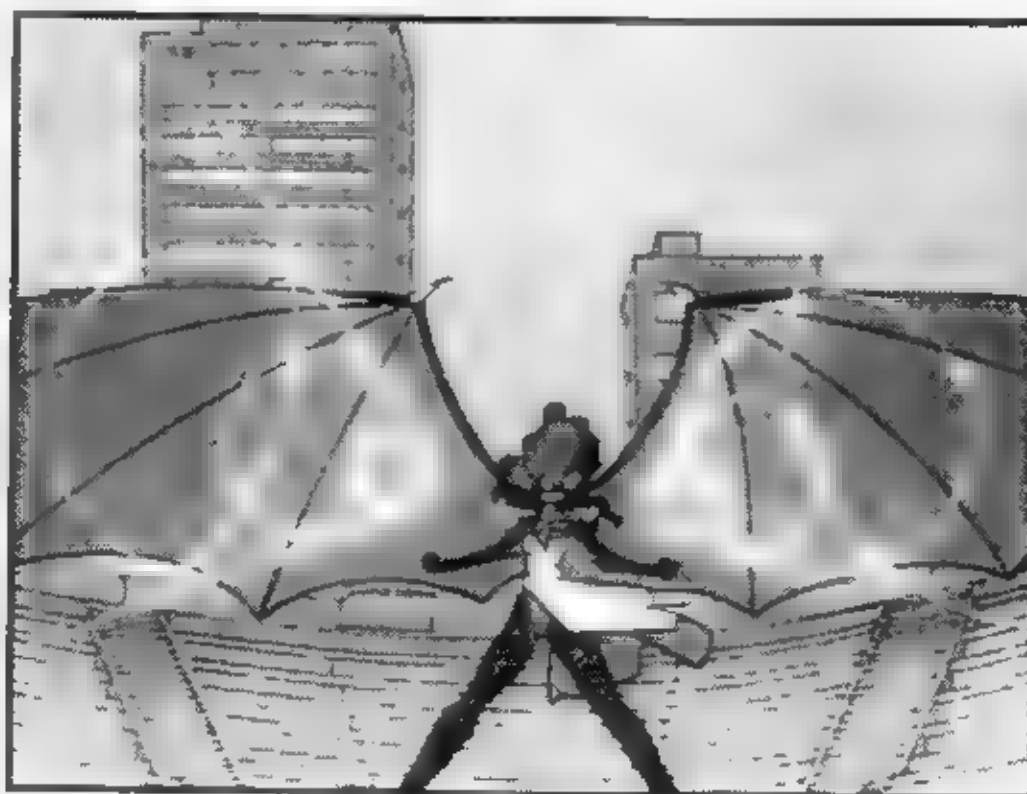
### SIGNIFICANT EVENTS

Jadeite summons Kyurene to break into a recording studio and make copies of an audiotape of Negaverse music that will steal energy from its listeners. The tape accidentally falls into the hands of a musician, Amade Yusuke. Kyurene chases Amade, who manages to escape, but he runs into Usagi. Kyurene reports to Jadeite, who warns her that if she should fail in her task he will have to destroy her. The desperate *yoma* tracks down Amade at a local bar, and successfully steals the tape. Amade and Usagi follow the *yoma* to the recording studio and Luna smashes the tape before Kyurene can make any copies. Enraged, Kyurene flies out of the studio, but Sailor Moon confronts her in a nearby amphitheatre. Kyurene tries to destroy Sailor Moon with a blast of sonic energy, but the Champion of Justice holds up a microphone which amplifies the energy by the theatre speakers and blasts it back at the *yoma*. As Kyurene reels in pain, Sailor Moon destroys her with "Moon Tiara Action".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Kyurene exhibits the following characteristics:

- Kyurene can transform herself into a cloud of bats that behave and think as Kyurene. They all must be destroyed to prevent Kyurene from shifting back into her *yoma* form.
- Kyurene may not be able to transform into her *yoma* form during the day. She may also be sensitive to sunlight.
- Victims bitten by Kyurene may become *yoma* themselves.



**TOTAL SERVANT ABILITY POINTS 5**

**BODY 3**

**MIND 4**

**SOUL 2**

HEALTH POINTS 20

ENERGY POINTS 20

ACV 5

DCV 3

DAMAGE 10 (sonic blast/claws)

**TYPE I** Acrobatics Neutral Attribute, Level 1

**TYPE I** Claws can extend to moderate lengths (up to 20 feet)

**TYPE I** Shapeshift body into dozens of bats

**TYPE I** Sonic Blast

**TYPE II** Fly (with wings)

**WEAKNESS** Kyurene is limited to low levels of sunlight exposure





ENGLISH NAME: None Given  
JAPANESE NAME: Dereela  
ENGLISH EPISODE: "So You Want to be a Superstar"  
JAPANESE EPISODE: "Usagi hansei! Suta no michiwa kibishii!", Episode #7  
["Usagi's Reflection! The Road to Stardom is Difficult!"]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Jedite  
OPPONENT: Sailor Moon  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Dereela is a humanoid yoma and approximately 6 feet tall, with crystalline, icy-blue skin that causes her to make a clinking noise when she walks. She also has fangs, two-inch claws, and pointed ears. She is bald, except for a long white ponytail, and wears a tight-fitting, purple, strapless dress.

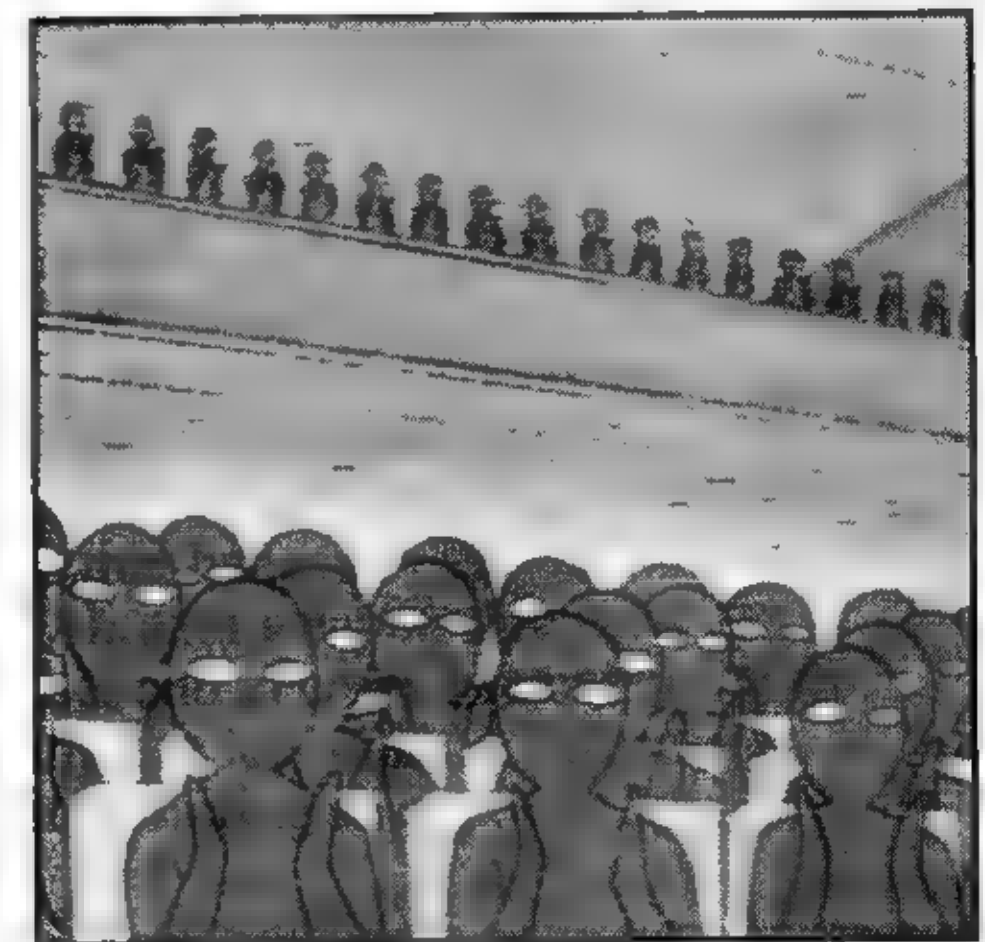
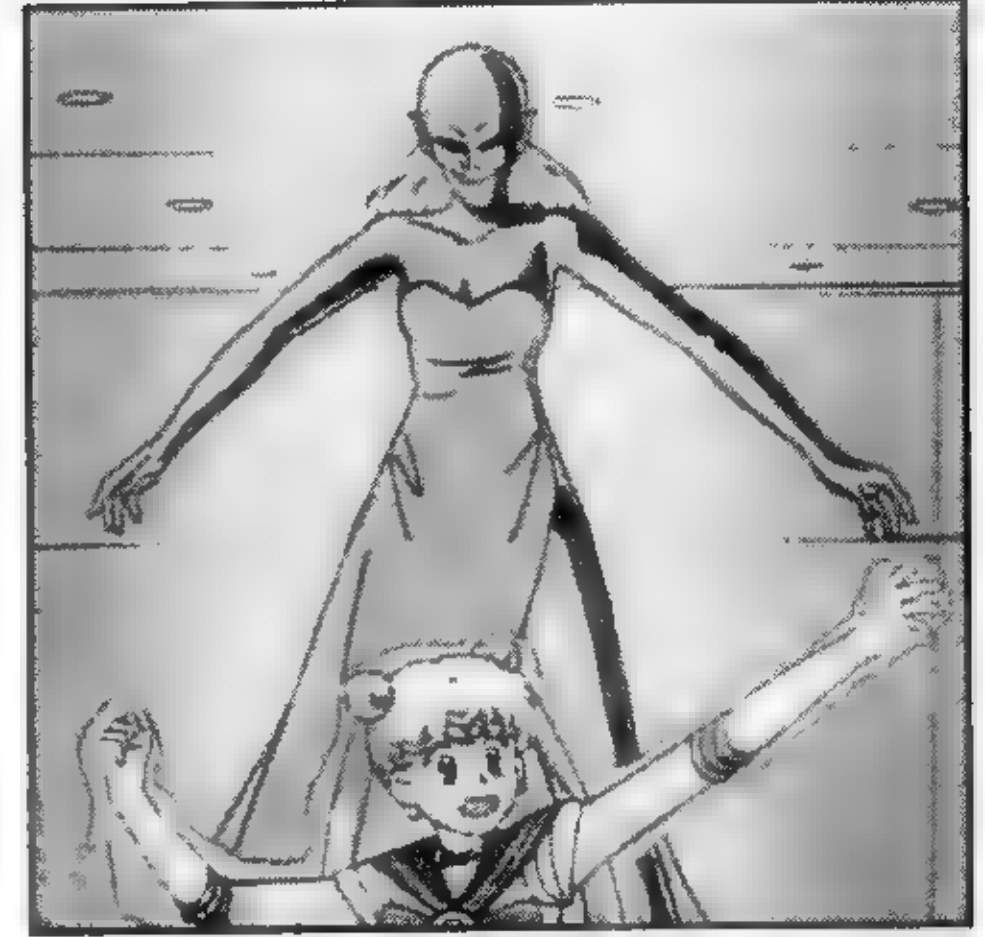
### SIGNIFICANT EVENTS

Unlike Jedite's earlier servants, Dereela is featured throughout the entire episode. She first captures the teen idol, Saffron, and encases her in an icy cocoon. Posing as Saffron, Dereela then stages a talent show contest. While holding the auditions, she hypnotizes the spectators and convinces them to participate. Everyone who enters the contest makes it to the final round in which Dereela drains all of their energy in front of an illusory audience. She uses a small broach to collect the energy and then stores it in a mirrored disco ball that hangs in the theatre. Sailor Moon confronts the yoma, but is forced to hide when Dereela's breath weapon threatens to freeze her solid. Dereela levitates, catches Sailor Moon by surprise, and encases her in her icy breath. Tuxedo Mask appears and frees Sailor Moon by smashing the ice with his "Rose Throw". Dereela is distracted by the new threat and turns to investigate, offering an opportunity for Sailor Moon to destroy her with "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Dereela exhibits the following characteristics:

- Once she is disguised as Saffron, Dereela is able to fool all of her fans.
- She does not possess the ability to hypnotize humans directly, but is helped by Jedite and a special Negaverse amplifier.
- She can twist her head around 180° to see behind her.
- Her icy breath can also travel along the ground to trap victims' feet and other objects.
- In order to drain energy from humans, Dereela must use a Negabroach. If the broach is broken, all the stored energy will be released.
- Dereela's victims that are captured in ice are immobile but unharmed, and will be released once Dereela is destroyed.



TOTAL SERVANT ABILITY POINTS 5		BODY 3		MIND 3	SOUL 3
HEALTH POINTS 20		ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE 5 (claws)
TYPE I	Assume any human form (such as the teen idol, Saffron)				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE I	Levitate (10-20 feet in the air)				
TYPE I	Create flawed illusions for many people (20-30)				
Type III	Completely encase a target's body within ice				
Weakness	Easily distracted by new threats or enemies Item Dependency Defect (requires Negabroach and storage container to drain energy)				





ENGLISH NAME: None Given  
JAPANESE NAME: Garoben  
ENGLISH EPISODE: "Computer School Blues"  
JAPANESE EPISODE: "Tensai shojo wa yoma nano? Kyouhuno senno juku!", Episode #8  
["Is the Genius Girl a Yoma? The Scary Brain-Washing Cram School!"]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Jedite  
OPPONENT: Sailor Moon, Sailor Mercury  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Garoben is a truly devilish-looking monster. She has taut, blood-red skin with large spines growing out of her back and shoulders. She has spiky black hair, long thin eyebrows, pointed ears, fangs, and claws. Like Morga and Fro, she has the strange jagged mark in the middle of her forehead. She stands nearly seven feet tall, and wears a bustier with form-fitting black pants.

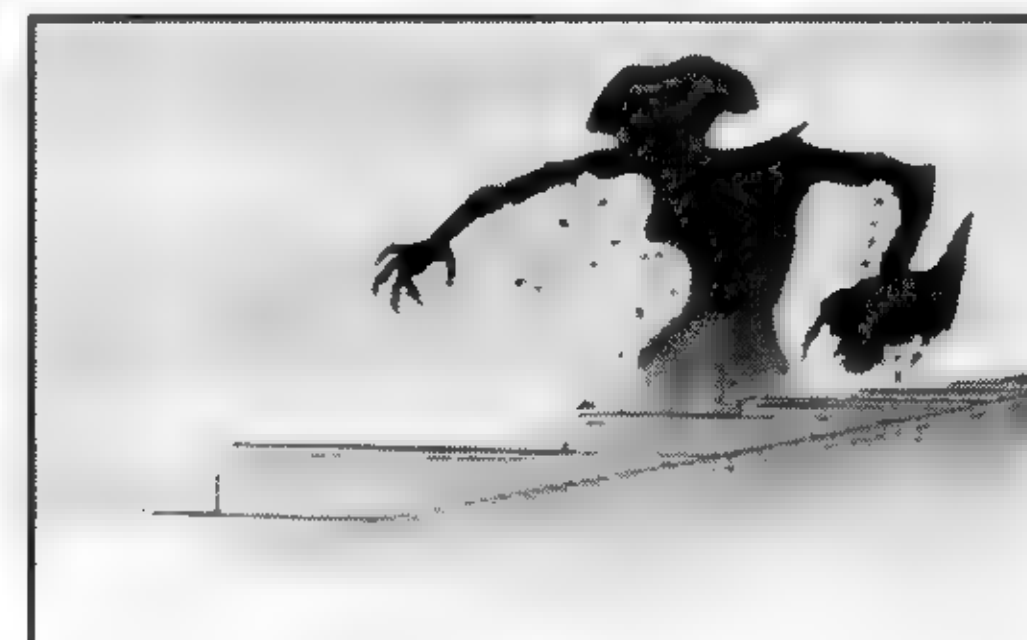
### SIGNIFICANT EVENTS

Garoben assumes the role of a teacher at a local cram school. She hands out computer disks to unsuspecting students that transfixes and drains the energies from those who use them. Serena and Luna discover the Negaverse plot and rush into the school to save the students, but they arrive too late — all the students are unconscious except for Amy Anderson. Garoben attacks Sailor Moon by throwing razor sharp pieces of paper, and orders the brainwashed students to attack her. She then grabs Amy and pushes her against a computer screen to drain her energy. Amy resists and, with some help from Luna, transforms for the first time into Sailor Mercury. Sailor Mercury narrowly dodges an attack from Garoben, who shapeshifts her arm into a battle-axe. "Mercury Bubbles Blast" confuses and incapacitates Garoben, which releases her control of the brainwashed students. Once Sailor Moon escapes from the students, she quickly destroys Garoben with "Moon Tiara Magic" and leaves her as a pile of dust.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Garoben exhibits the following characteristics:

- Garoben does not possess any energy draining abilities, and must use the special Negaverse computers and disks for this purpose.
- Garoben's "razor papers" deliver 2 points of damage per sheet, and she can throw up to 5 sheets each round.
- She is able to pick up Sailor Mercury with one hand.
- She may be related to Morga and Fro, based on physical appearance.



TOTAL SERVANT ABILITY POINTS 5		BODY 4		MIND 3	SOUL 2
HEALTH POINTS 20		ENERGY POINTS 10	ACV 5	DCV 3	DAMAGE 5 (claws), 10 (axe)
TYPE I	Assume any human form (such as Amy's teacher)				
TYPE I	Shapeshift arms into bladed weapons (such as a battle axe)				
TYPE I	Speed Attribute, Level 1				
TYPE II	Fire up to 5 sheets of razor paper over short distances (10 points of damage total)				
TYPE II	Reanimate 5-20 unconscious humans to carry out a single action (such as "Attack")				
Weakness	Double damage taken from cold-based attacks Easily distracted by coldness, which breaks mind control over humans				





ENGLISH NAME: Ramwoir  
JAPANESE NAME: Ramua  
ENGLISH EPISODE: "Time Bomb"  
JAPANESE EPISODE: "*Usagi no sainan! Awate dokei ni goyojin!*", Episode #9  
[ "*Usagi's Misfortune! Beware of the Rushing Clock!*" ]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Jedite  
OPPONENT: Sailor Moon, Sailor Mercury  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Ramwoir is a 5 and 1/2 foot-tall humanoid, with bleached-white skin. She wears slashes of red and green makeup over her eyes and nose, and has a black star painted on one cheek. She has long black hair, pointed ears, fangs, and claws, as well as yellow eyes with small black pupils. Ramwoir wears black pumps and a red dress, and she carries a large naginata (a long pole with a single-edged blade on the end).

### SIGNIFICANT EVENTS

Ramwoir creates an illusory clock store and disguises herself as a human to sell clocks to unsuspecting customers. Anyone who buys these clocks and sleeps near them at night will wake up feeling rushed and frantic. The city goes awry as people spend all their energy rushing from place to place, while Ramwoir gleefully stores their stress energy for the Negaverse. Serena, Amy, and Luna discover the source of the city's trouble and quickly head to the clock store. Ramwoir challenges the Scouts to follow her and disappears inside a giant grandfather clock. Once inside, Sailor Moon and Sailor Mercury find themselves in strange realm of twisting colours and melted clocks. Ramwoir controls all time in this dimension. She causes Sailor Moon to revert back to childhood, then stops time around Sailor Mercury's legs so that she is unable to move. Ramwoir forgets to guard herself from outside attacks, however, which allows Tuxedo Mask to enter the store and break the grandfather clock with a single rose. With her clock damaged, Ramwoir loses control over time and becomes disoriented when Sailor Mercury uses "Mercury Bubbles Blast". Using Ramwoir's shining eyes to pinpoint her in the fog, Sailor Moon destroys the yoma with "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Ramwoir exhibits the following characteristics:

- Ramwoir does not possess any energy draining abilities and must use Negaverse clocks for this purpose.
- She requires a large clock to open a portal to her dimension of time. Should this clock be sufficiently damaged in any way, Ramwoir will lose control over time in her dimension.
- People lost in this dimension require a Mind Stat check or a special device (such as a computer) to locate the exit.
- Ramwoir shows excellent control over her illusions, and can modify their appearance depending upon the circumstances. She also uses her illusions to give her powers a more impressive appearance.
- When Ramwoir is destroyed, any illusions she has created will vanish.



TOTAL SERVANT ABILITY POINTS 5		BODY 3		MIND 4	SOUL 2
HEALTH POINTS 10	ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE 5 (claws), 10 (naginata)	
TYPE I	Assume any human form (such as a clock sales clerk)				
TYPE I	Control time within her own dimension				
TYPE II	Can travel freely between Earth and her time dimension, by opening portals				
Type III	Create believable illusions for 5-10 people (sometimes more)				
Weakness	Item Dependency Defect (requires a large clock for opening portals and controlling time) Marked Defect (her shining eyes make it impossible for Ramwoir to hide, even in darkness or fog)				





ENGLISH NAME: None Given  
JAPANESE NAME: Kigaan  
ENGLISH EPISODE: "An Uncharmed Life"  
JAPANESE EPISODE: "*Norowareta basu! Honoo no senshi Mars tojo!*", Episode #10  
[ "*The Cursed Bus! The Warrior of Flames Mars Appears!*" ]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Jedite  
OPPONENT: Sailor Moon, Sailor Mars  
FATE: Destroyed by Sailor Mars ("Mars Fire Ignite")

## PHYSICAL APPEARANCE

Kigaan is a 6 foot-tall, olive-skinned humanoid. She has shaggy red hair, two-inch claws, and a purple tongue. Her long, sharp teeth hang down past her lower lip, which gives Kigaan an over-bite. She is very muscular and wears ripped black trousers and a tattered, sleeveless, black shirt, as well as black armbands that extend from her wrists to her elbows.

## SIGNIFICANT EVENTS

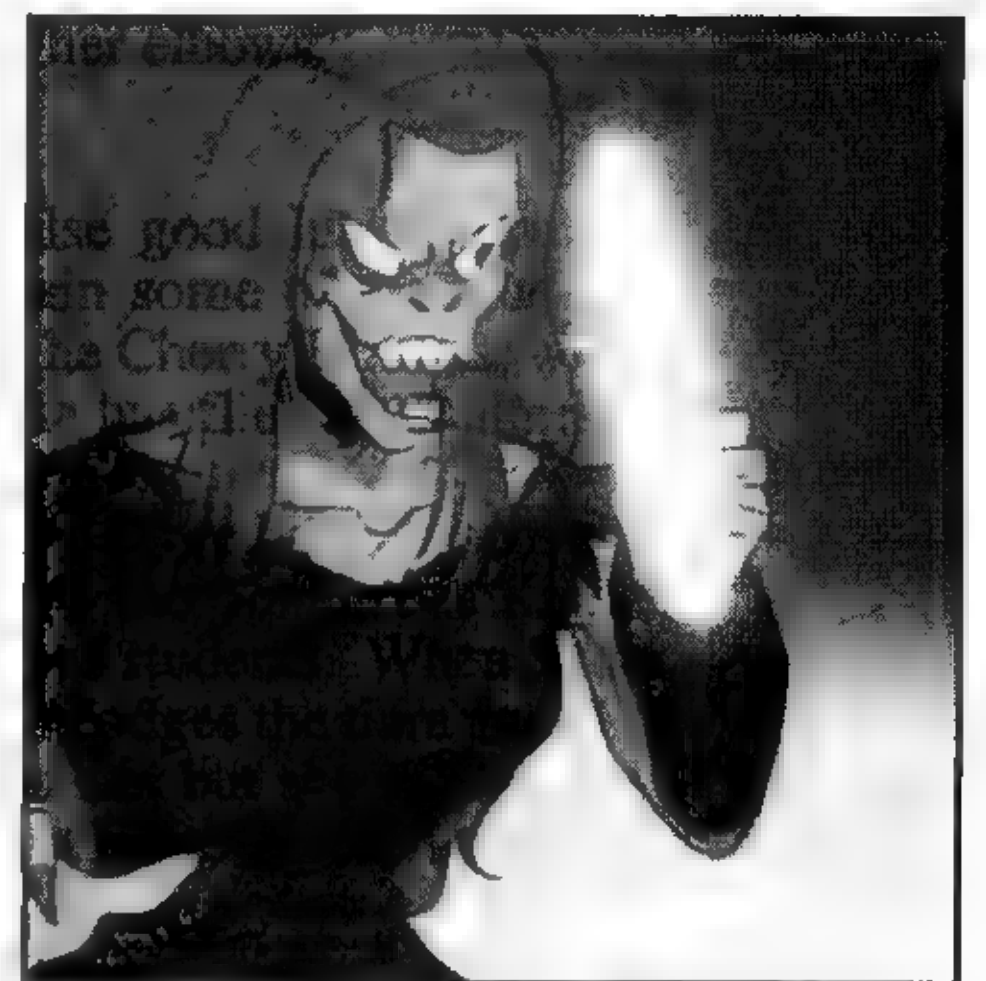
Jedite disguises himself as a Shinto temple servant to sell false good luck charms to students who visit the Cherry Hill Temple. These Negacharms drain some of the student's energy, leaving them dazed and catatonic. They mechanically board the Cherry Hill bus, which is being driven by Kigaan in disguise. Kigaan opens a portal, and the bus flies to an alternate dimension where she can drain the rest of their energy unobserved.

Kigaan and Jedite are able to capture several busloads of humans before being discovered by Sailor Moon, Sailor Mercury, and Luna. Sailor Moon confronts the yoma, but Kigaan transports her to the alternate dimension along with several unconscious students. When Sailor Moon attempts to destroy the yoma with "Moon Tiara Magic", Kigaan dodges the tiara and then catches it in mid-air. Sailor Moon's tiara encircles Kigaan and traps her, but she is held only for a moment. Kigaan breaks free, only to be scorched by "Mars Fire Ignite", which turns her into a pile of smoking dust.

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, Kigaan exhibits the following characteristics:

- Kigaan can only drain the energy from victims in possession of a Negacharm. Jedite may also activate the Negacharms to drain energy.
- The flying buses are created and enchanted by Jedite.
- Kigaan's alternate dimension has a barren landscape, with several glowing planets hanging in a dark-blue sky.
- Portals to Kigaan's dimension quickly close after she is destroyed.
- Sailor Scouts can use their transformation pens to slow the closing of a portal, spending 5 ENERGY POINTS each round.



TOTAL SERVANT ABILITY POINTS 5		BODY 6		MIND 2	SOUL 1
HEALTH POINTS 20		ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE 5 (claws)
TYPE I	Assume any human form (such as a bus driver)				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE II	Can travel freely between different dimensions and realms by opening a portal				
TYPE II	Special Defense Neutral Attribute, Level 1 (able to catch medium-sized missile weapons, including "Moon Tiara Magic", with a successful Defense Combat roll)				
Weakness	Item Dependency Defect (Requires Negacharms to drain energy)				





**ENGLISH NAME:** Dream Dolly  
**JAPANESE NAME:** Muurido (reversing the hiragana produces "dorimu" or "dream")  
**ENGLISH EPISODE:** "Nightmare in Dreamland"  
**JAPANESE EPISODE:** "Usagi to Rei taiketsu? Yume rando no akumu", Episode #11  
 ["Usagi and Rei Face Off? The Nightmare of Dream Land!"]  
**TYPE:** Negaverse Yoma; Weak Servant  
**MASTER:** Jedite  
**OPPONENT:** Sailor Moon, Sailor Mercury, Sailor Mars  
**FATE:** Destroyed by Sailor Moon and Sailor Mars (combined attack of "Moon Tiara Magic" and "Mars Fire Ignite")

### PHYSICAL APPEARANCE

The Dream Dolly appears as a human, except for her doll-like head and nutcracker mouth. She has shoulder-length pink hair and large green eyes that roll around in their sockets. Her voice sounds feminine, but is mechanized. Dream Dolly is just over 5 feet tall, and she wears a sleeveless, blue, black and red hoop-skirted dress. She also wears a red and black tiara as well as long, black gloves.

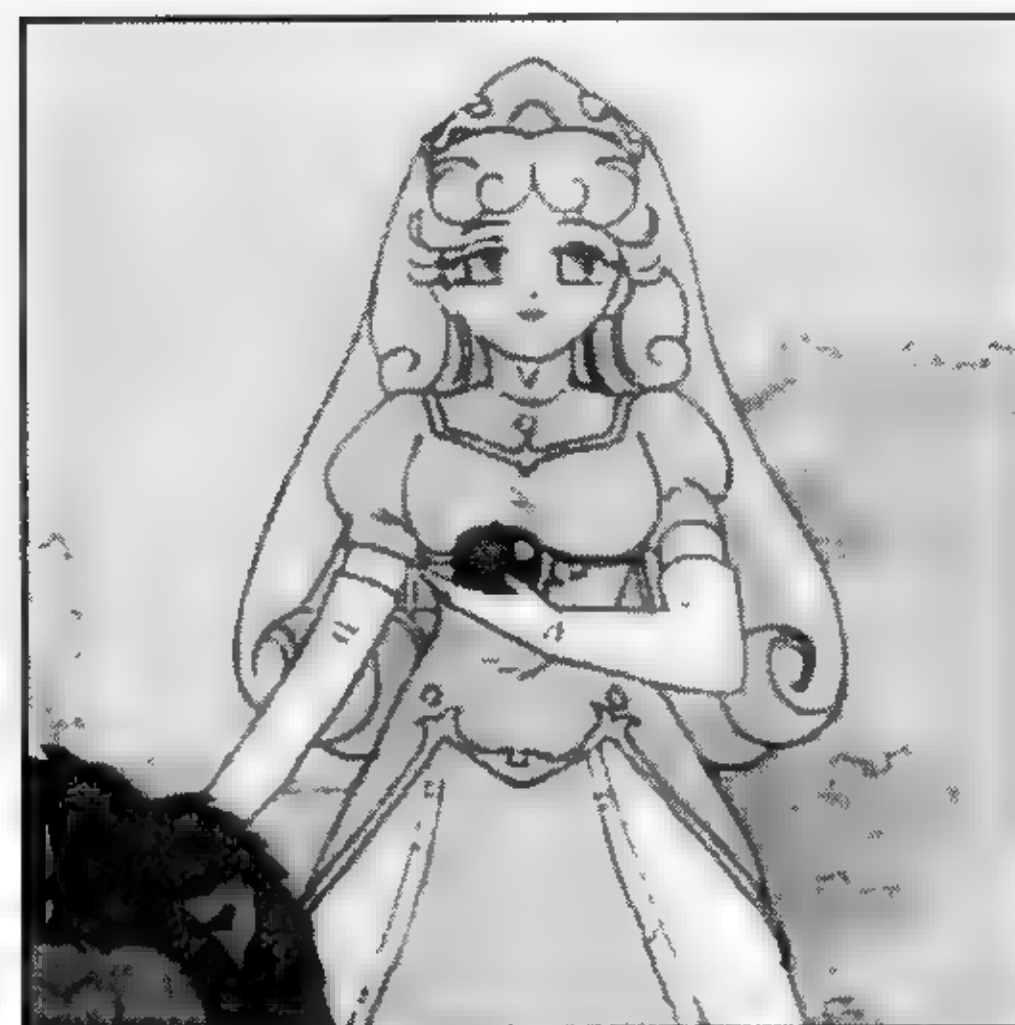
### SIGNIFICANT EVENTS

Jedite and his Dream Dolly set a trap for the Sailor Scouts at a local amusement park. The yoma disguises herself as the park's mascot, the Dream Princess. She kidnaps and drains the energy from over fifty people to lure the Scouts to the park. When they first meet the Dream Princess, Raye senses something strange about her, but Serena is completely fooled by the disguise. The Princess announces that she is holding a party at the castle in the middle of the park, in which she will be serving many delicious treats. While investigating, Amy is trapped inside the castle, and Dream Dolly drains her energy with the help of a Nega-apple. Sailor Moon and Sailor Mars rush to her rescue, but are confronted by Dream Dolly. The yoma exhales a deep, pink gas that creates beautiful illusions of an enchanted forest. The dream soon turns into a nightmare as a flowered wreath changes into a snake and bites Sailor Mars. Sailor Mars uses her "Ofuda Strike" to disrupt the illusion, but it is Tuxedo Mask's "Rose Throw" that completely destroys the illusionary forest. Sailor Moon and Sailor Mars revive Sailor Mercury who uses "Mercury Bubbles Blast" to disorient Dream Dolly. Sailor Mars paralyzes the yoma with her *ofuda*, and then combines her "Mars Fire Ignite" with Sailor Moon's "Moon Tiara Magic" to blast Dream Dolly into dust.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Dream Dolly exhibits the following characteristics:

- Characters with the Supernatural Training Attribute (Level 2 or greater) can detect Dream Dolly's dark aura, even if she is in human form.
- Dream Dolly can twist her head around 360°.
- Dream Dolly must be holding a Nega-apple to drain energy from victims.
- When Dream Dolly creates illusions for 4 or fewer people, the illusions are powerful enough to cause illusionary damage (up to 10 points) or special effects (for example, being turned to stone). If the illusion is disbelieved (requires a successful Mind Stat check) or disrupted, all damage or effects will disappear.
- Once Dream Dolly is destroyed, her illusions are dispelled into a cloud of smoke.



TOTAL SERVANT ABILITY POINTS 5		BODY 2		MIND 4	SOUL 3
HEALTH POINTS 15	ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE 10 (illusionary)	
TYPE I	Assume any human form (such as the Dream Princess)				
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 2 (10 ENERGY POINTS each round)				
Type III	Create convincing illusions for 5-10 people or more, or powerful illusions for 4 or fewer people				
Weakness	Item Dependency Defect (Requires Nega-apple to drain energy)				





**ENGLISH NAME:** Titus  
**JAPANESE NAME:** Tetisu  
**ENGLISH EPISODE:** "Cruise Blues"  
**JAPANESE EPISODE:** "Watashi datte kare ga hoshii! Gokasen no wana!", Episode #12  
 ["I Want a Boyfriend, Too! Trap of Cruise Ship!"]  
**TYPE:** Negaverse Yoma; Moderately Powerful Servant  
**MASTER:** Unknown; possibly Queen Beryl (see Points of Interest)  
**OPPONENT:** Sailor Moon, Sailor Mercury, Sailor Mars  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Titus is 6 feet tall and has blood-red eyes, but her face lacks a nose or mouth. A yellow crescent is tattooed across her right eye. Her hair is navy-blue and hangs past her shoulders. She has light-blue skin and three long spikes on her arms just above each elbow. She wears a skin-tight, dark-blue body suit, with blue boots, and long gloves. She also wears a golden tiara, with a large golden crescent that arcs above her forehead.

### SIGNIFICANT EVENTS

Titus finds Jedite as he is moping about his latest failure to collect vast amounts of energy for the Negaverse. At first he wants nothing to do with her, but when Titus says she has a plan to get Jedite back into Queen Beryl's good graces, Jedite agrees to work with her. Jedite uses his Negaverse Magic to transform a badly damaged boat into a luxury cruise liner. Posing as captain and first mate of the ship, Jedite and Titus offer romantic cruises to couples and then drain their love energy. Titus designs a special blue crystal ball that allows her to quickly drain energy from many people and send it to the Negaverse. When her energy drain does not affect Amy and Raye, Titus orders Jedite's Mud Minions (page xx) to attack and then sends twin geysers of water to crush Sailor Moon. Sailor Mercury manages to distract Titus with "Mercury Bubbles Blast", while Sailor Mars attacks with "Mars Fire Ignite". This gives Sailor Moon the opportunity to destroy Titus with "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Titus exhibits the following characteristics:

- Jedite does not summon Titus in this episode. She may be a disgraced servant from the past (perhaps she needs to get back into Queen Beryl's good graces as well), or maybe she is not a servant at all.
- Although she has no mouth in yoma form, she can still speak and pronounce clearly.
- Titus's eyes tend to glow blue when she is excited.
- Titus has the knowledge and ability to make Negaverse Energy Draining Items, such as her crystal ball. She is not dependent on such an item but can raise her Energy Drain Negaverse Sub-Attribute by +2 Levels when she uses one.



TOTAL SERVANT ABILITY POINTS 8		BODY 4		MIND 4	SOUL 4	
HEALTH POINTS 50		ENERGY POINTS 30		ACV 6	DCV 4	DAMAGE 20 (geyser)
TYPE I	Assume any human form (such as the first mate of an ocean liner)					
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round), when using an Energy Draining Item, Level 3 (15 ENERGY POINTS each round)					
TYPE I	Levitate (10-20 feet in the air)					
TYPE I	Arms can stretch to great lengths (up to 20 feet)					
TYPE II	Two levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (water)					
TYPE II	Negaverse Magic Negaverse Sub-Attribute, Level 1 (Energy Drain, Item Creation, Levitation, Minor Illusions)					
Weakness	None known					





ENGLISH NAME: Tensie  
JAPANESE NAME: Tesunii (rearrangement of "tenisu" or "tennis")  
ENGLISH EPISODE: "Match Point for Sailor Moon"  
JAPANESE EPISODE: "Aratanaru kyoteki, Nephrite ma no monsho!", Episode #14  
["A New Powerful Enemy, the Evil Crest of Nephrite!"]  
TYPE: Negaverse Yoma; Moderately Powerful Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Tuxedo Mask  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Tensie, with her blonde buzz-cut and muscular body, has the appearance of a soldier rather than a tennis player. She is almost 7 feet tall with stark-white skin, pointed ears, fangs, claws, and glowing green eyes that have no pupils. Her tight, black body suit has a large red collar that flares out past her shoulders. Tensie also sports several types of jewellery including golden bracelets, a broach and earrings.

### SIGNIFICANT EVENTS

The stars inform Nephrite that a young tennis star, Katie Sandler, will soon be reaching her peak energy levels. Nephrite infects Katie's tennis racquet with Tensie, which will allow the yoma to steal Katie's energy for the Negaverse. As Katie plays with the infected racquet, she becomes cruel and competitive, but also becomes stronger and faster as her energy increases. At Nephrite's command, Tensie materializes from the racquet in the form of a monstrous cloud of smoke, and drains all of Katie's energy. When Tensie is attacked by Sailor Moon, Tensie summons a flaming racquet that appears in one hand and fires glowing white tennis balls. Sailor Moon is hit by one of these balls, which changes into a giant tennis ball that envelopes Sailor Moon's body. Only Sailor Moon's head, arms and feet are visible. Tensie then uses telekinesis to bounce Sailor Moon around the court. Sailor Moon is freed when the yoma is distracted by an attack from Tuxedo Mask, but Tensie retaliates with a barrage of fireballs. Once again, Tensie is distracted by Tuxedo Mask, and Sailor Moon is able to destroy her with "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Tensie exhibits the following characteristics:

- Tensie feeds on positive energy, and returns negative energy to the victim she is possessing.
- Tensie will not drain the energy of a victim until she is telepathically commanded to do so by Nephrite.
- When Tensie is distracted, she will lose control of her telekinetic powers and all victims enveloped by tennis balls will be freed.
- Tensie may also create telekinetic blasts that can knock over 2-3 targets (requires a successful Attack Combat roll).
- When Katie recovers, she remembers very little from the past few days.



TOTAL SERVANT ABILITY POINTS 8		BODY 6		MIND 4	SOUL 2
HEALTH POINTS 30		ENERGY POINTS 20	ACV 6	DCV 4	DAMAGE 5 (claws), 20 (fireballs)
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE II	Possess a single human or object (Tensie grows in strength during this time)				
TYPE II	Surround or trap most of target's body within a giant tennis ball				
TYPE II	Use telekinesis to move medium-sized objects				
TYPE II	Create medium-sized explosions that cause moderate damage (fireballs)				
Weakness	Easily distracted by pain, which will cause Tensie to lose control of mental powers and special attacks				





ENGLISH NAME: Petasos  
JAPANESE NAME: Petasosu  
ENGLISH EPISODE: "An Unnatural Phenomena"  
JAPANESE EPISODE: "*Usagi aseru! Rei-chan hatsu deeto!*", Episode #15  
[ "*Usagi Upset! Rei-chan's First Date!*" ]  
TYPE: Negaverse Yoma; Moderately Powerful Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Sailor Mercury, Sailor Mars, Tuxedo Mask  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Petasos has a strange combination of both plant and human features. She has sharp thorns growing out of the sides of her leafy green legs, while the rest of her skin is violet in colour. She has turquoise flower petals at her wrists, and her eyebrows are long, green, spiky vines. She has wavy, deep-green hair, as well as fangs, claws, and a small, white diamond mark at the top of her forehead. Petasos wears a metallic-orange bodice, a blue necklace, and large earrings.

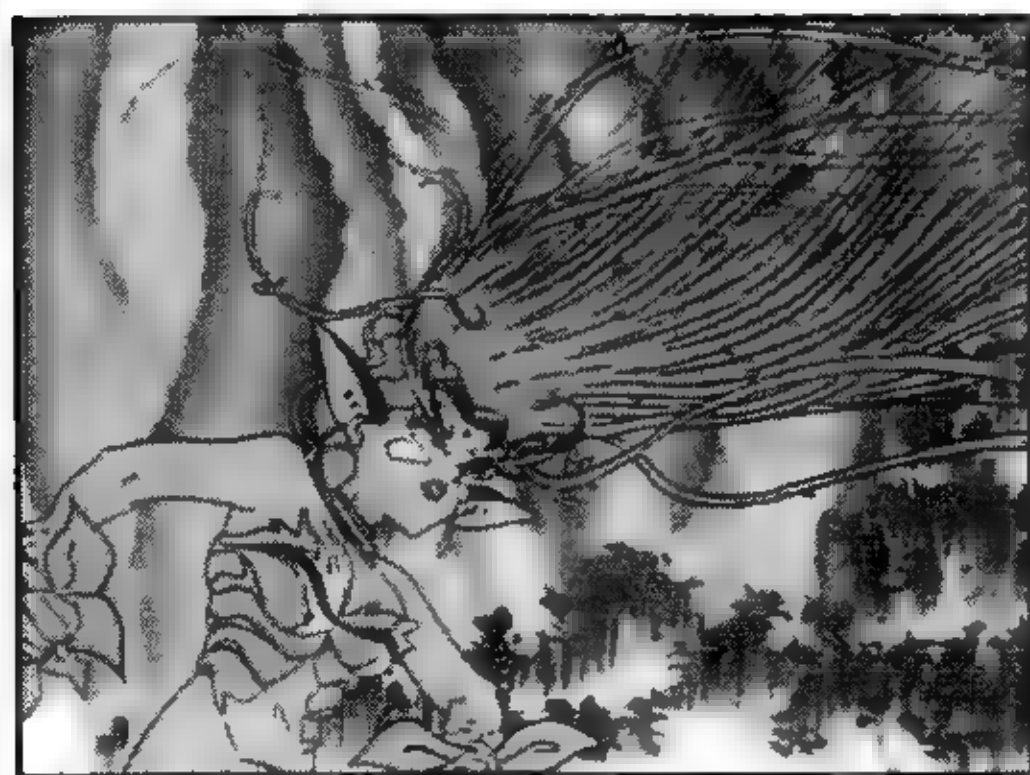
### SIGNIFICANT EVENTS

Nephrite infects a city park gardener, Mr. Baxter, with Petasos. She feeds off of the gardener's love for nature and turns it into hatred and anger. When all of Mr. Baxter's energy is drained, his hair suddenly turns white and he collapses to the ground, appearing as if he has aged several years. Petasos controls the minds of all of the birds, butterflies, and squirrels in the park and commands them to attack anyone nearby. Sailor Mercury disrupts this control with "Mercury Bubbles Blast". Petasos then attacks by transforming her hands into flowers that produce a wild growth of vines ("Pollen Balls"). These are directed at Sailor Moon, who becomes entangled in them. Petasos's hair also turns into vines that shoot forth and immobilize Sailor Mercury. Sailor Mars uses "Mars Fire Ignite" to burn away both sets of vines, but Petasos's hair quickly grows again. Tuxedo Mask manages to distract Petasos long enough for Sailor Moon to destroy her using "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Petasos exhibits the following characteristics:

- Petasos can fire up to 2 "Pollen Balls" a round, one from each hand.
- Petasos's vine hair may be cut or burned, but it will grow again the next round.
- Animals controlled by Petasos become stronger and faster. Their eyes also glow a dark red.
- Petasos may take no other action during a round in which she is controlling animals. She loses this control if anything distracts her.



**TOTAL SERVANT ABILITY POINTS 9**      **BODY 4**      **MIND 4**      **SOUL 4**

HEALTH POINTS 30    ENERGY POINTS 40    ACV 6    DCV 4    DAMAGE 5 (claws)

TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)
TYPE I	Shapeshift a body part into a single alternate form (hair into vines)
TYPE II	Possess a single human or object (Petasos grows in strength during this time)
TYPE II	Surround or trap most of a target's body within "Pollen Balls" or vines
Type III	Control the minds of 11-20 animals, or more

Weakness    None known





ENGLISH NAME: Black Widow  
JAPANESE NAME: Widou (variation of "widow")  
ENGLISH EPISODE: "Wedding Day Blues"  
JAPANESE EPISODE: "*Junpaku doresu no yume! Usagi hanayome ni naru!*", Episode #16  
["*Pure White Dress Dream! Usagi Becomes a Bride!*"]  
TYPE: Negaverse Yoma; Moderately Powerful Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Sailor Mercury, Sailor Mars  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



## PHYSICAL APPEARANCE

As Black Widow's name implies, she is a cross between a humanoid and a spider. She has a human body with a bloated spider abdomen, and four spider legs that protrude from her back. She is 6 feet tall, 5 feet long, and stands upright like a human, but runs along the ground on her extra legs like a spider. The Black Widow's skin is orange, but her spider body is black with yellow stripes. She has purple hair, multiple red eyes, and four long fangs that protrude out of the top and bottom of her mouth. She also has two antennae growing from her forehead. Black Widow wears a black body suit and long black boots.

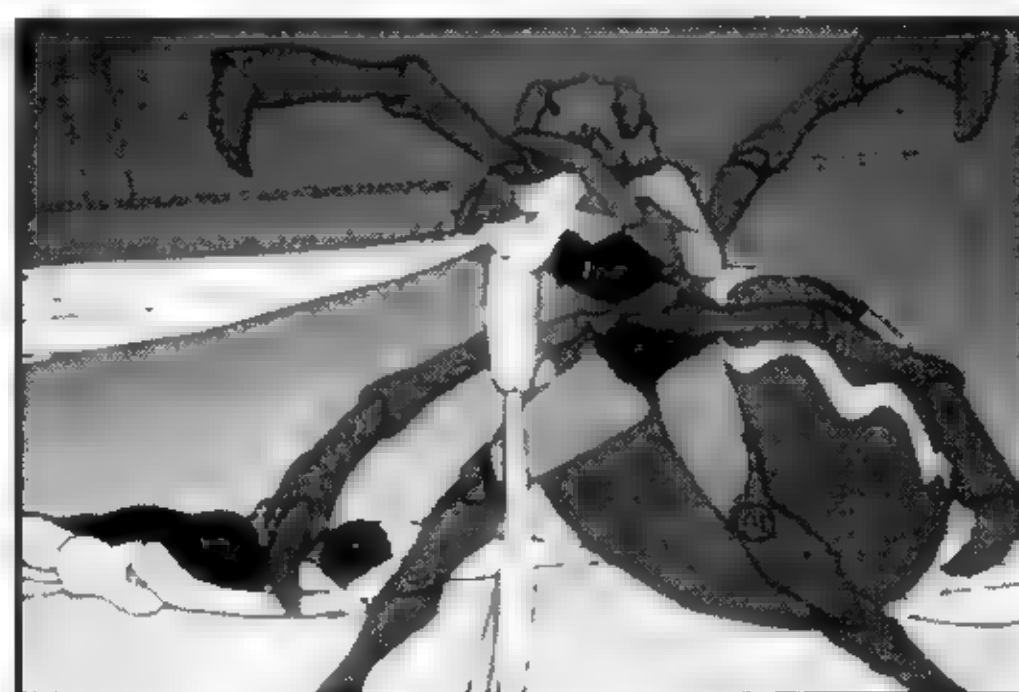
## SIGNIFICANT EVENTS

Nephrite infects Black Widow into the dress material that a local teacher, Miss Lambert, is using to sew her own wedding dress. Miss Lambert's love turns to hate as Black Widow feeds off of her energy, and subsequently causes her to break her marital engagement and enter a wedding dress sewing contest. At the contest, Black Widow commands the minds of the audience and orders them into a deep sleep for the purpose of draining their energy later. When confronted by the Sailor Scouts, Black Widow materializes in her yoma form after consuming all of Miss Lambert's energy. By spewing forth sticky and slimy spider threads, Black Widow is able to entangle Sailor Moon, but her victory is short lived as Sailor Mars melts the threads with "Mars Fire Ignite". Black Widow attempts a frontal assault on the Scouts, but is turned into smoke by "Moon Tiara Magic".

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, Black Widow exhibits the following characteristics:

- Black Widow is unaffected by her sticky threads, and can touch them without becoming stuck.
- Black Widow's threads can be melted or cut by most magical attacks (for example, "Mars Fire Ignite" and "Moon Tiara Magic").
- Black Widow must have eye contact with her victims to control their minds. She may instill simple commands in multiple victims.
- When Miss Lambert recovers, she remembers very little of the past few days.



TOTAL SERVANT ABILITY POINTS 9		BODY 6		MIND 3	SOUL 3
HEALTH POINTS 30	ENERGY POINTS 30	ACV 6	DCV 4	DAMAGE 5 (bite)	
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE I	Speed Neutral Attribute, Level 2				
TYPE II	Possess a single human or object (Black Widow grows in strength during this time)				
TYPE II	Surround or trap most of a target's body within sticky threads				
Type III	Control the minds of 5-10 humans, or more				
Weakness	Must have eye contact with victims to initiate mind control				





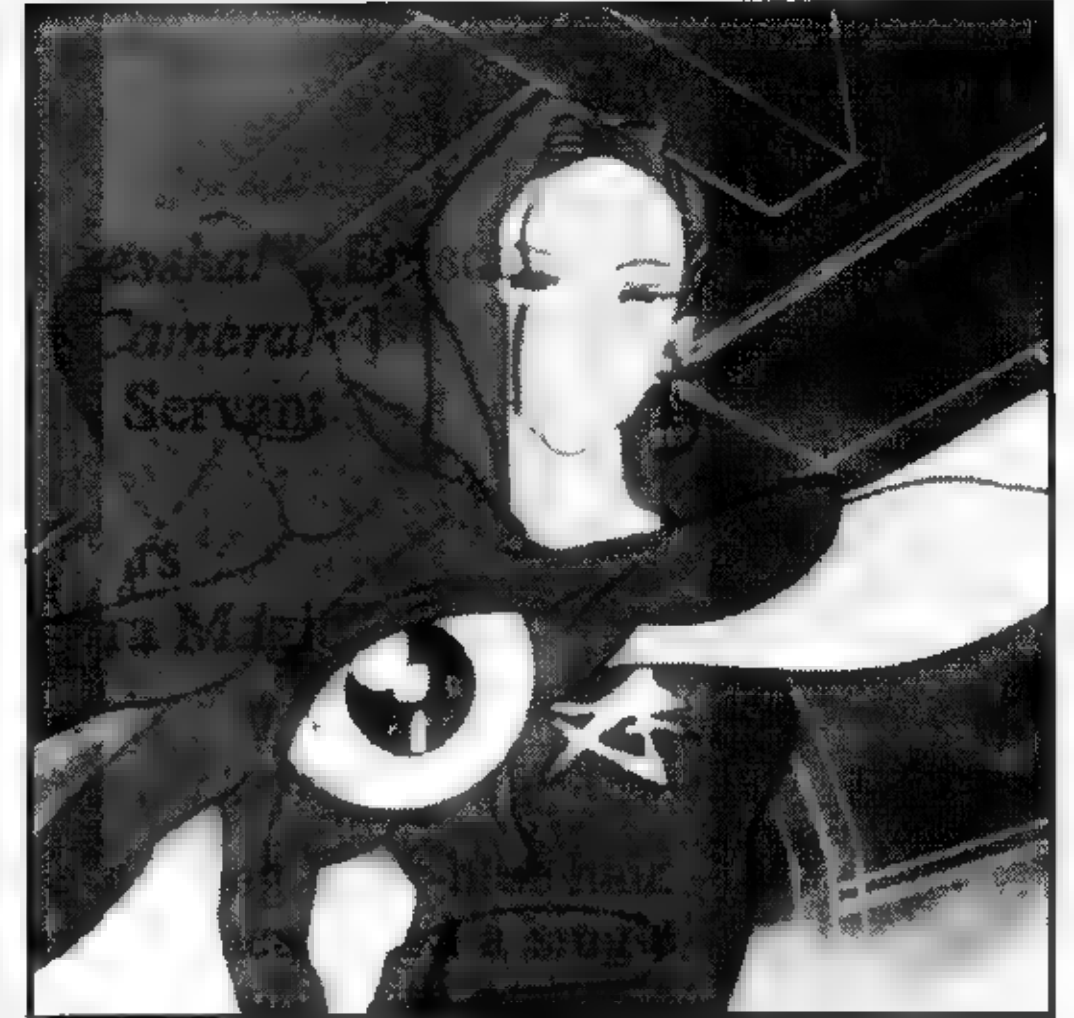
ENGLISH NAME: None Given  
JAPANESE NAME: Kyameran (variation of "camera")  
ENGLISH EPISODE: "Shutter Bugged"  
JAPANESE EPISODE: "Moderu wa Usagi? Yoma kamera no nessha!", Episode #17  
["Usagi is a Model? Focus of Demon Camera!"]  
TYPE: Negaverse Yoma; Moderately Powerful Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Sailor Mercury, Sailor Mars  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")

### PHYSICAL APPEARANCE

Kyameran is a 6 foot-tall, slim humanoid with light-blue skin and long, dark-blue hair. Her shoulders extend beyond her body, curving upwards towards her head, and a single eyeball protrudes from the palm of her hand. She wears a black body suit with a purple wrap that covers her torso and one arm, which forms a glove over her hand. Embroidered on the front of the wrap is the same golden Japanese *kanji* character that appears when Nephrite infects an object or person with a *yoma*.

### SIGNIFICANT EVENTS

Kyameran is the *yoma* used to infect the camera of Peter Fisher, a young star photographer. Kyameran's negative energy drives him to hold a modelling contest in order to drain unsuspecting models of their energy. Whenever Peter takes a picture of the contestants, Kyameran uses her powers to make them disappear. Sailor Moon manages to knock Peter's camera out of his hand, but Nephrite releases Kyameran, who drains Peter's energy. Sailor Mars attempts to paralyze the *yoma* with her "Ofuda Strike", but Kyameran is able to destroy the *ofuda* in midair with bolts of light. Kyameran fires a beam of light from the eye in her hand (her "Negazoom" attack) and places Sailor Mercury and Sailor Mars in an alternate dimension. Sailor Moon becomes trapped between Kyameran and a mirrored wall, but she flips over the *yoma*'s head just as Kyameran attacks with her "Negazoom". The attack reflects off the wall and back at Kyameran, which partially melts her body. When Sailor Moon destroys her with "Moon Tiara Magic", Kyameran bursts into blue flames and burns away.



### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Kyameran exhibits the following characteristics:

- Kyameran's "Negazoom" can also take the form of small white bolts of light (maximum of 5 each round) which deliver a total of 10 points of damage. She is extremely accurate using this power.
- Kyameran may produce photographs of anyone she has trapped in her dimension.
- Victims trapped in Kyameran's alternate dimension are unharmed, but are held in stasis until she chooses to return them, or is destroyed.
- If Kyameran is hit with her own "Negazoom" beam she will suffer 20 points of damage, and the eye in her hand will be destroyed. Kyameran will be unable to use her "Negazoom" until the eye heals.

<b>TOTAL SERVANT ABILITY POINTS</b>	<b>8</b>	<b>BODY</b>	<b>5</b>	<b>MIND</b>	<b>4</b>	<b>SOUL</b>	<b>3</b>
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HEALTH POINTS 40	ENERGY POINTS 30	ACV 6/8	DCV 4	DAMAGE 10 (light bolts)
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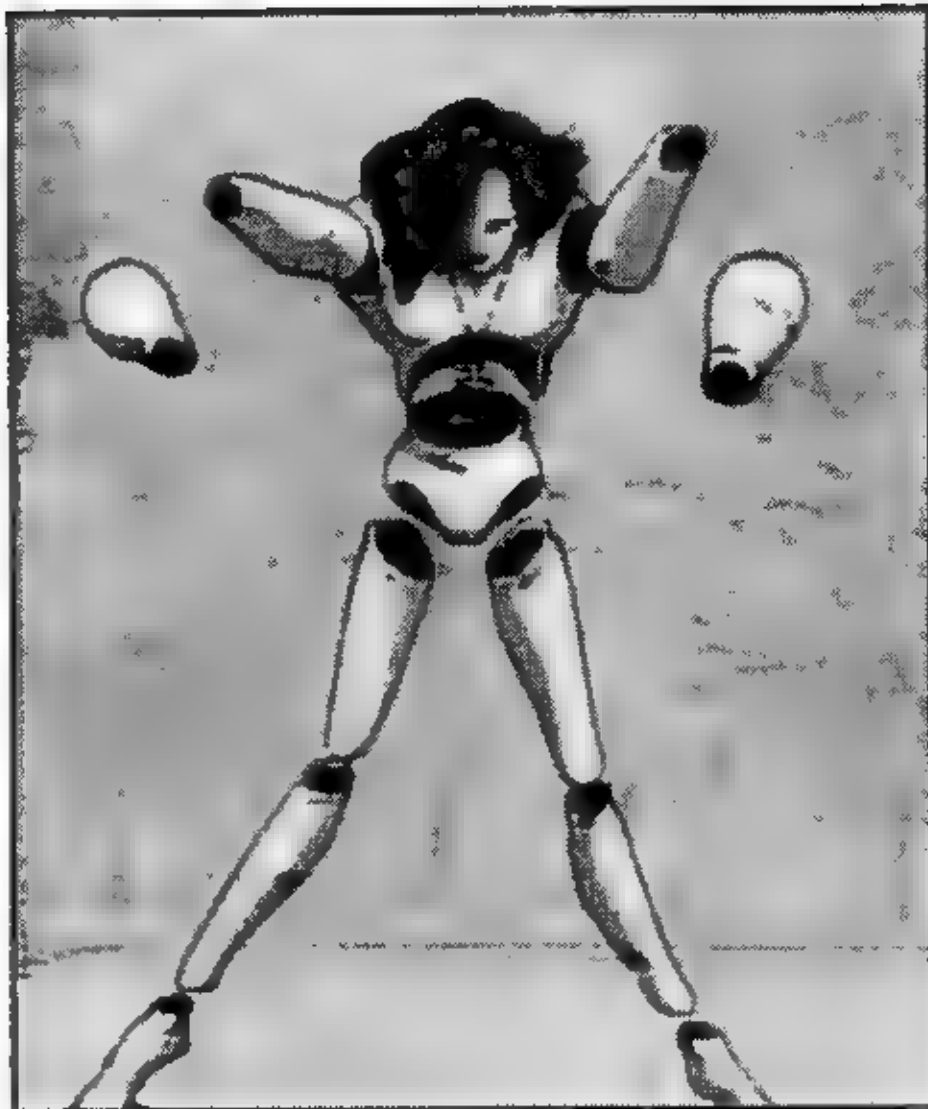
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)
TYPE I	Create small explosions that cause minimal damage (10 points)
TYPE I	Levitate (10-20 feet in the air)
TYPE I	Focused Combat Neutral Attribute, Level 2 (light bolts)
TYPE II	Possess a single human or object (Kyameran will grow in strength during this time)
Type III	Pull or shift others into an alternate dimension (with "Negazoom" beam)

**Weakness** "Negazoom" attack can be reflected by mirrors  
Need to recharge between actions (after 5 "Negazoom" attacks, Kyameran may not take any other actions while recharging)





ENGLISH NAME: Jumo  
JAPANESE NAME: Jumo  
ENGLISH EPISODE: "Dangerous Dollies"  
JAPANESE EPISODE: "Shingo no junjo! Kanashimi no France ningyo!", Episode #18  
["Shingo's Pure Heart! Sorrow French Doll!"]  
TYPE: Negaverse Yoma; Moderately Powerful Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Sailor Mercury, Sailor Mars, Tuxedo Mask  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



PHYSICAL APPEARANCE

Jumo is a compilation of body parts from dolls. She appears as a floating mannequin with no joints; there are only empty spaces where her knees, elbows, shoulders, wrists, and stomach are supposed to be. Jumo is 7 feet tall, has short green hair, and no clearly defined body features. She has a mechanical voice, and the only thing she wears is Nephrite's yoma symbol on a long necklace.

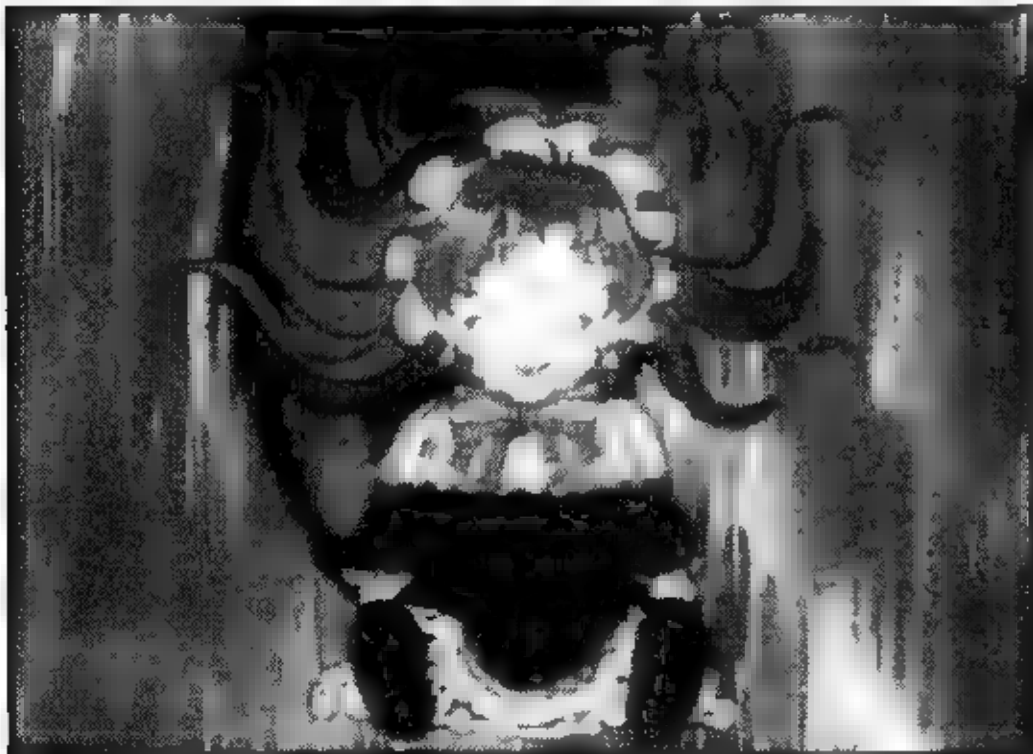
SIGNIFICANT EVENTS

Nephrite places Jumo into a young doll maker's (Mika) latest project. The yoma-inhabited doll watches with an evil smile as her negative energy causes Mika to become obsessed with her doll making and distance herself from her friends. Nephrite releases Jumo at an art show, which features both Mika's and her mother's dolls. Sailor Moon arrives on the scene, but runs in fear when Jumo sends fanged, flying dolls to attack her, but Sailor Mars paralyzes them with her "Ofuda Strike". The yoma follows Sailor Moon and tries to grab her, but is forced to dodge Sailor Mars's "Mars Fire Ignite". Jumo sends her razor-sharp arm segments flying towards the Scouts, and then rapidly regenerates them. Sailor Mercury uses her VR goggles to determine how best to destroy this bizarre yoma, and discovers that Jumo has a structural weakness in her ankle. Sailor Moon blasts the yoma's foot with "Moon Tiara Magic" and Jumo disintegrates.

POINTS OF INTEREST

In addition to the Servant Abilities listed below, Jumo exhibits the following characteristics:

- Jumo's flying dolls will fall to the ground, lifeless, if they are hit by an "Ofuda Strike".
- A doll inhabited by Jumo is capable of limited movement, its eyes may glow red, and its hair appears to move as if in a wind.
- Jumo can fire 2 razor arms each round (total of 10 points of damage).
- Jumo regenerates her limbs almost instantly, and may attack each round. In addition, Jumo may also regenerate up to 20 Health Points each round.
- Jumo's weakness may only be discovered by technological (computer scan) or supernatural (psychic impression) means. There is no indication to the naked eye.



TOTAL SERVANT ABILITY POINTS 7		BODY 7		MIND 3	SOUL 2
HEALTH POINTS 50	ENERGY POINTS 30	ACV 6	DCV 4	DAMAGE 5 (dolls, each arm)	
TYPE I	Shoot dolls or razor arms for short distances				
TYPE II	Fly (without wings)				
TYPE II	Possess a single human or object (Jumo grows in strength during this time)				
Type III	Regeneration of 20 HEALTH POINTS each round				
Weakness	Has an Achilles Heel (if 20 or more points of damage are applied to Jumo's heel, she will be completely destroyed)				





ENGLISH NAME: Leo the Lion  
JAPANESE NAME: Leo  
ENGLISH EPISODE: "Who is that Masked Man?"  
JAPANESE EPISODE: "*Usagi kangeki! Tuxedo Kamen no rabu retaa!*", Episode #19  
[ "*Usagi's so Happy! Tuxedo Kamen's Love Letter!*" ]  
TYPE: Negaverse Yoma; Weak Servant  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Tuxedo Mask  
FATE: Unknown



### PHYSICAL APPEARANCE

Leo is a large lion, who is formed from the constellation of stars that bear his name. Despite his turquoise fur and fluffy pink mane, Leo is a fierce and formidable opponent. He has the muscular build, large fangs, and claws of a normal lion, but his eyes glow an eerie red. Leo also has a black stripe that runs from the middle of his forehead to the end of his nose.

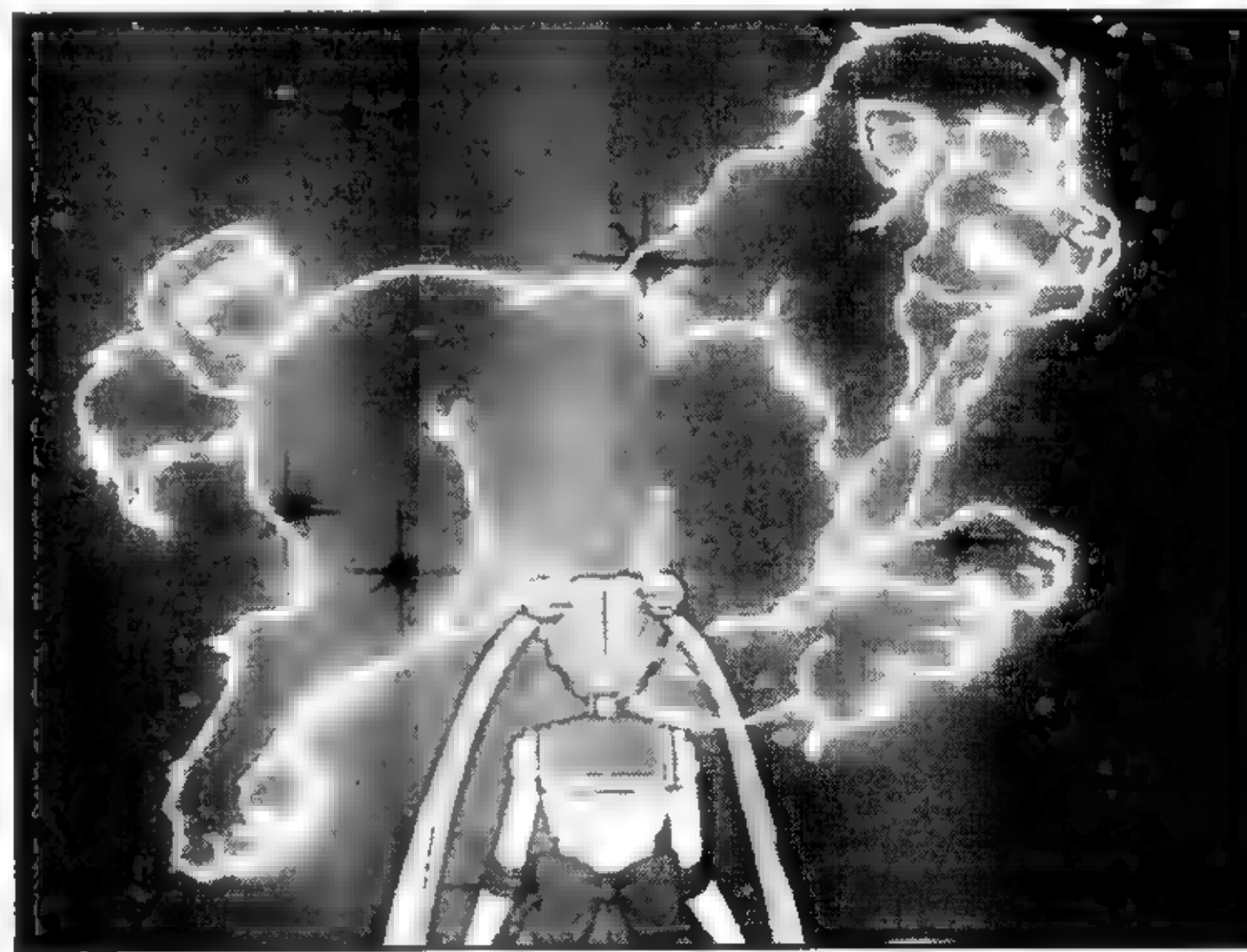
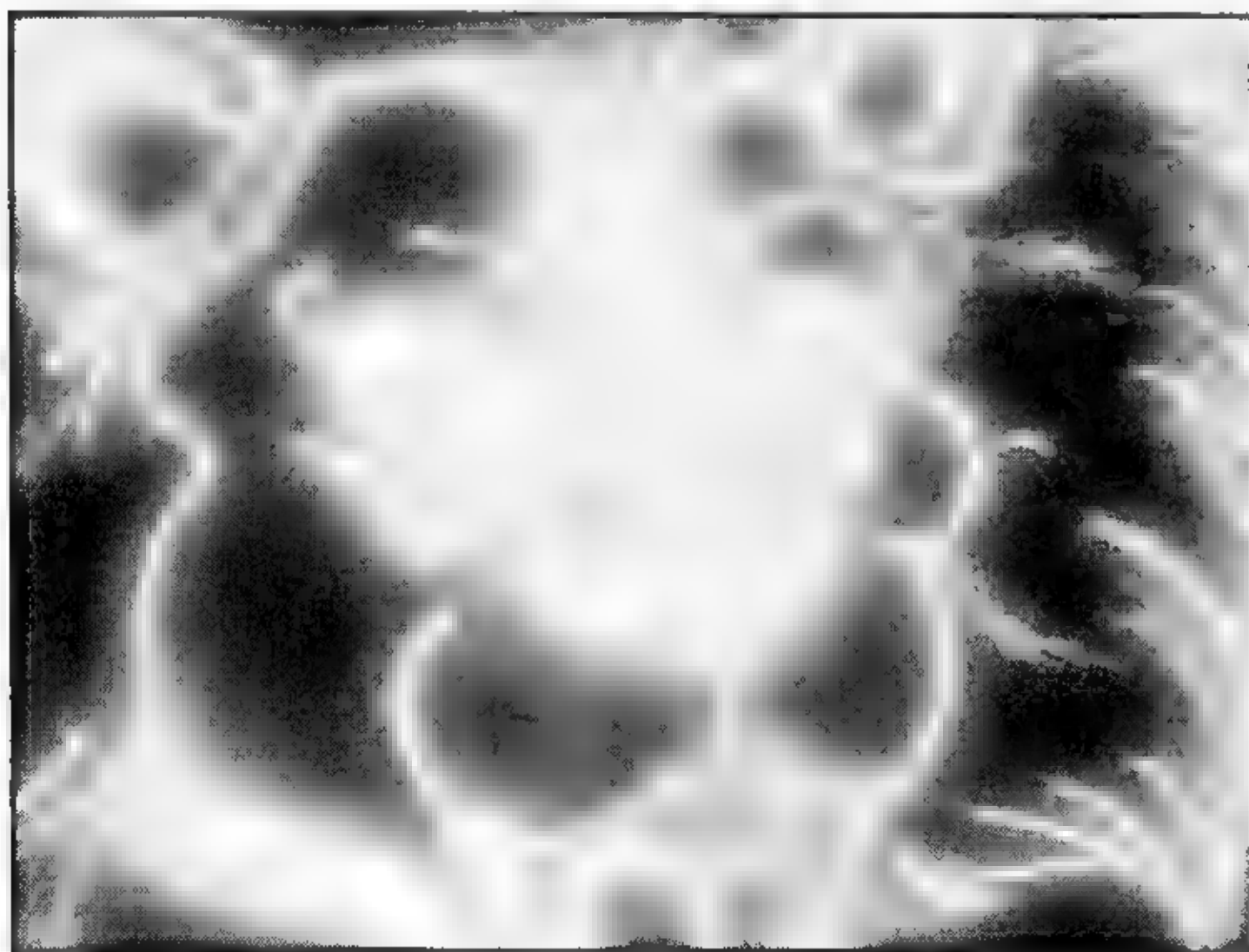
### SIGNIFICANT EVENTS

Nephrite summons Leo the Lion to help him trap Sailor Moon and Tuxedo Mask. Sailor Moon is stunned as Leo materializes out of the starry night sky and charges towards her. He is stopped by Tuxedo Mask's "Rose Throw", which allows Sailor Moon to escape. Leo shakes off the blow and charges again, only to be hit by "Moon Tiara Magic". Leo is thrown backwards by the force of the blow, but appears undamaged when he lands. Again the Lion rushes towards his prey, but Sailor Moon and Tuxedo Mask escape into an elevator to rethink their strategy. Leo is not seen again. It is likely that he has returned to the heavens and waits to be summoned once more.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Leo exhibits the following characteristics:

- Leo is one of the few *yoma* to survive an encounter with Sailor Moon.
- Nephrite has summoned other constellations, such as The Gemini Warriors (see page 29), and can probably summon others as well. Star Warriors may include: Sagittarius the Archer, Cancer the Crab, Capricorn the Goat, and others.
- Leo hesitates briefly and seems to quiver when Nephrite orders him to attack, which may indicate some timidity.



**TOTAL SERVANT ABILITY POINTS 5**

**BODY 8**

**MIND 2**

**SOUL 2**

HEALTH POINTS 15    ENERGY POINTS 20    |    ACV 5    |    DCV 3    |    DAMAGE 40 (bite/claws)

**TYPE II**    Super Strength (Body Stat +3; Damage value +30 for melee combat)

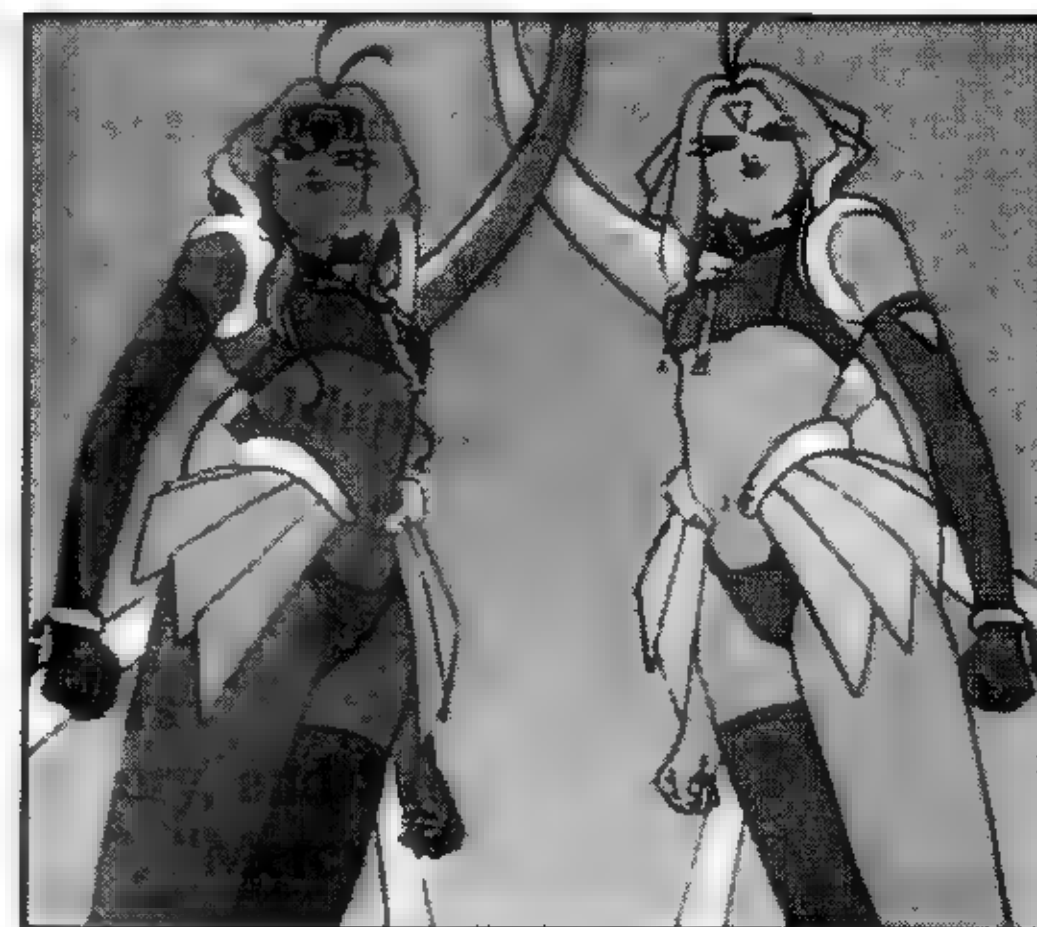
**TYPE III**    |    Ignore 30 Points of Damage from a Sailor *Senshi*/Knight Attack

**Weakness**    |    None known





ENGLISH NAME: Gemini Warrior 1, Gemini Warrior 2  
JAPANESE NAME: Kasutoru, Porukusu (Castor & Pollux are double stars in the Gemini constellation)  
ENGLISH EPISODE: "An Animated Mess"  
JAPANESE EPISODE: "*Kodomotachino yumemamore! Anime ni musubu yuujo!*", Episode #21  
[ "*Protect the Dreams of Children! The Friendship Bound in Anime!*" ]  
TYPE: Negaverse Yoma; Weak Servants  
MASTER: Nephrite  
OPPONENT: Sailor Moon, Sailor Mercury, Sailor Mars  
FATE: Destroyed by Sailor Moon, Sailor Mercury, and Sailor Mars (Combined Attack "Moon Tiara Magic", "Mercury Bubbles Blast", and "Mars Fire Ignite")



### PHYSICAL APPEARANCE

The Gemini Warriors are female, twin *yoma*, who are identical except for the colour of their hair and skin. Kastor has orange skin with reddish-brown hair, while Pollux has gray-blue skin and hair. They are both 5 1/2 feet tall, and have long prehensile tails. Both wear a halter-top with a bikini bottom, and a frilled skirt. They have tubes that are tied in a large bow on the back of their skirts that connect their collars to their ears. Kastor dresses in pink and Pollux dresses in blue. They both wear golden necklaces with long, thin pendants.

### SIGNIFICANT EVENTS

Nephrite infuses the Gemini Warriors into the pencil of a young artist named Lori. Lori becomes distant and rude as the *yoma* feed on her positive energy and infect her with negative energy. Nephrite specifically chose and trained the Gemini Warriors to combat the Sailor Scouts to give them "a taste of their own medicine". When they are released and confronted by Sailor Moon, Sailor Mercury, and Sailor Mars, they are well prepared. Twining their tails together and shouting "Twin Power", Kastor blasts the Scouts with "Mars Fire Ignite" and Pollux attacks with "Mercury Bubbles Blast". While the Scouts recover from the shock of having their own attacks used against them, the twins begin arguing about whose attack was the most effective. Their tails separate during the argument and the Scouts destroy the surprised *yoma* with a Combined Attack of "Moon Tiara Magic", "Mercury Bubbles Blast", and "Mars Fire Ignite".



### POINTS OF INTEREST

In addition to the Servant Abilities listed below, the Gemini Warriors exhibit the following characteristics:

- Both Gemini Warriors can inhabit an object or person at the same time.
- The Warriors can repair or replace an object that is being used while they inhabit it (for example Lori's pencil grows back to its original length, and never grows dull)
- When using "Twin Power", the Warriors will duplicate the special power of a known target for the duration of combat. The Twins can inflict damage equal to that of the power duplicated despite the Weak Servant damage restrictions. If their target has no special powers, the Twins will use the last attack they duplicated.
- The Warriors must be in physical contact to initiate their "Twin Power".
- The Warriors' tails are prehensile and may be used to pick up objects or wield weapons.

TOTAL SERVANT ABILITY POINTS 4		BODY 4		MIND 3	SOUL 2
HEALTH POINTS 15	ENERGY POINTS 20	ACV 5	DCV 3	DAMAGE (variable)	
TYPE I	Energy Drain Negaverse Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE II	Possess a single human or object (The Warriors will grow in strength during this time)				
Type III	Modify Attacks to mimic Sailor <i>Senshi</i> Attacks				
Weakness	Cannot work efficiently with each other without arguing Attack Gesture Defect (The Warriors must join their tails, or be in some form of physical contact, to initiate their attack power)				





**ENGLISH NAME:** None given  
**JAPANESE NAME:** None given  
**ENGLISH EPISODE:** "Worth a Princess's Ransom"  
**JAPANESE EPISODE:** "*Gekkano romansu! Usagi no hatsu kissu!*", Episode #22  
*["Romance Under the Moon! Usagi's First Kiss!"]*  
**TYPE:** Shadow Extension of Nephrite's Soul  
**MASTER:** Nephrite  
**OPPONENT:** Sailor Moon, Sailor Mercury, Sailor Mars, Tuxedo Mask  
**FATE:** Dispelled by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

The creature seen in this Episode is not a *yoma* but rather an extension of Nephrite's own Soul. It appears as a cloud of purple flames edged by a dark aura. A glowing red outline of Nephrite's face hangs within the flames. The Soul Shadow speaks with Nephrite's voice but has no solid physical form. When separated from Nephrite it hovers along the ground, but it cannot exist without a host body for very long, thus it seeks to possess others. Hosts possessed by the Soul Shadow are easily recognizable — their skin turns purple, and their voices sound harsh and raspy.

### SIGNIFICANT EVENTS

Nephrite creates a Soul Shadow to steal an imperial crystal (which he suspects is the "Silver Moon Crystal" or the "Imperium Silver Crystal") from a visiting royal family. The Shadow first possesses Molly, who, under its influence, transfers it to Princess Diamond. Princess Diamond was going to present the crystal to the public at a Royal Ball, but the Soul Shadow uses her body to steal it for Nephrite. Serena tries to stop the Princess, but the Princess pushes Serena off a balcony and she falls towards Nephrite. Tuxedo Mask jumps after her, and with the use of an umbrella, they land safely (this was omitted in the english episode). Sailor Mars uses her "*Ofuda Strike*" to force the Soul Shadow out of Princess Diamond's body, which allows the Scouts to discover that it was Nephrite controlling the Princess. Sailor Moon uses her "Moon Tiara Magic" to completely dispel the Shadow. Hidden nearby, Nephrite winces in pain as his Soul Shadow is dispersed, but he soon revives.

### POINTS OF INTEREST

The Soul Shadow exhibits the following characteristics:

- Soul Shadows may be created using Negaverse Magic. This spell will halve a Dark Warrior's Soul Stat for as long as the Shadow is in existence. If the Shadow is destroyed, the Soul Stat will regenerate at 1 point each round.
- A host must make a Soul Stat check to avoid being possessed by a Soul Shadow.
- A Soul Shadow will be destroyed if it does not find a host within 10 rounds (about 1 minute) of its creation, or after leaving another host.
- The Soul Shadow has complete control of the host's body.
- A successful "*Ofuda Strike*" can prevent a Soul Shadow from entering a person, force it to leave a host, or even act as a ward against a Shadow from entering a protected area.
- The Soul Shadow will retain the Mind and Soul Stats of its creator, but will adopt the Body Stat of its host.
- A Dark Warrior may use up to 3 powers through his or her Soul Shadow (if the Warrior possess them):

**TYPE I** Levitation  
**TYPE I** Energy Drain Negaverse Sub-Attribute  
**Type III** Negaverse Attack

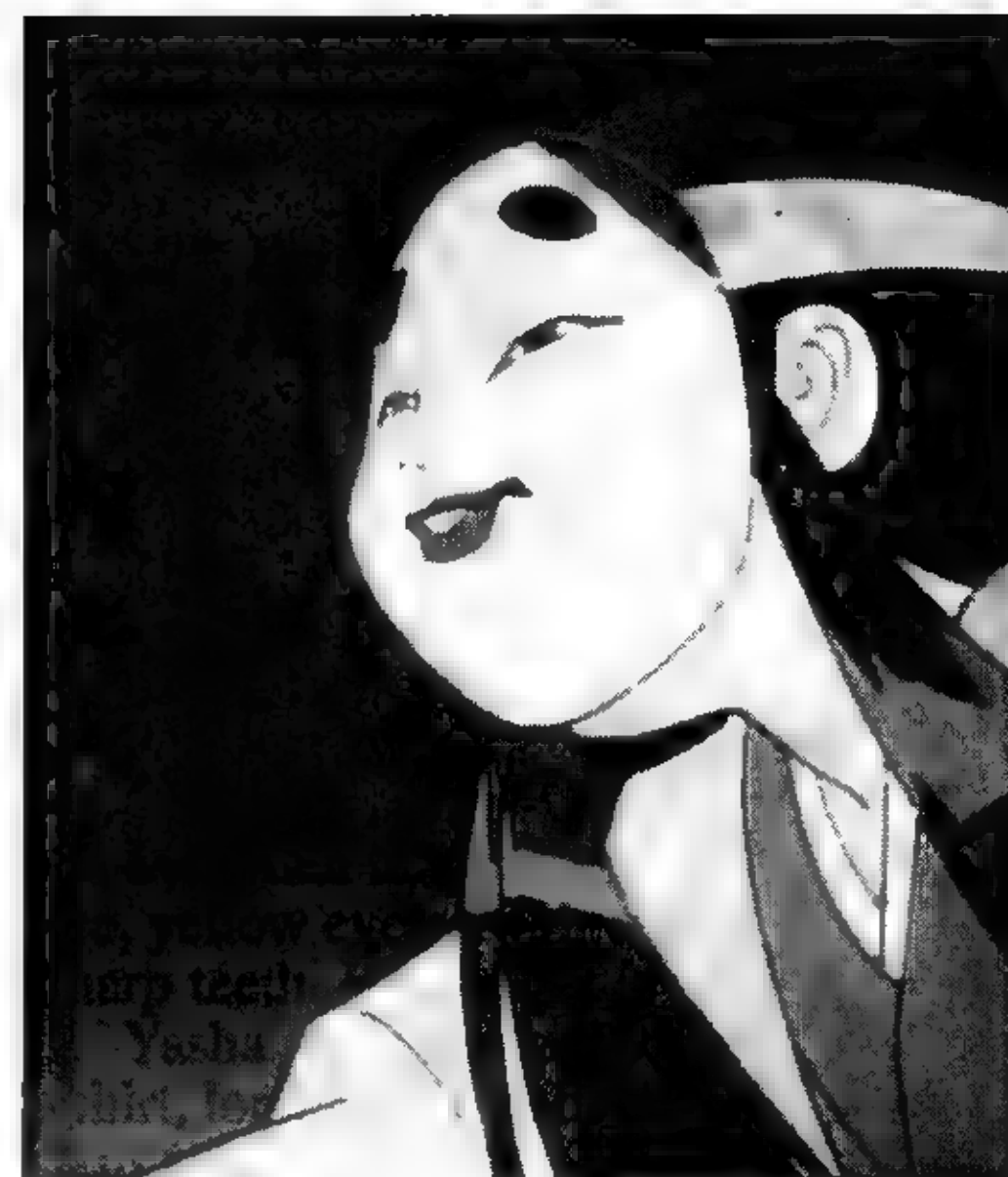
- The Soul Shadow is immune to physical attacks (such as an assault or sword strike).
- If the Soul Shadow suffers any damage from a magical or energy-based attack, it will be dispelled immediately.







**ENGLISH NAME:** Yasha  
**JAPANESE NAME:** Yasha  
**ENGLISH EPISODE:** "Molly's Folly"  
**JAPANESE EPISODE:** "Nagareboshi ni negaio! Naru-chan no junai!", Episode #23  
 ["Wishing on a Shooting Star! Naru-chan's Pure Love!"]  
**TYPE:** Negaverse Yoma; Weak Servant  
**MASTER:** Zoycite/Malachite (see Points of Interest)  
**OPPONENT:** Sailor Moon, Nephrite  
**FATE:** Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Yasha usually appears as a mysterious, cloaked, masked figure, but when this guise is removed, her true form is revealed. She has a demonic, snarling face, yellow eyes, a pair of long horns that protrude from her forehead, and a mouth full of sharp teeth. Her height is difficult to determine because she walks with a permanent stoop. Yasha wears an outfit similar to Raye's Shinto Priestess robes. It consists of a loose blue shirt, long flaring yellow trousers and a red vest. Yasha also wears a large belt with a red gem set in the buckle. In human form, Yasha wears similar traditional clothing and a Japanese theatre mask.

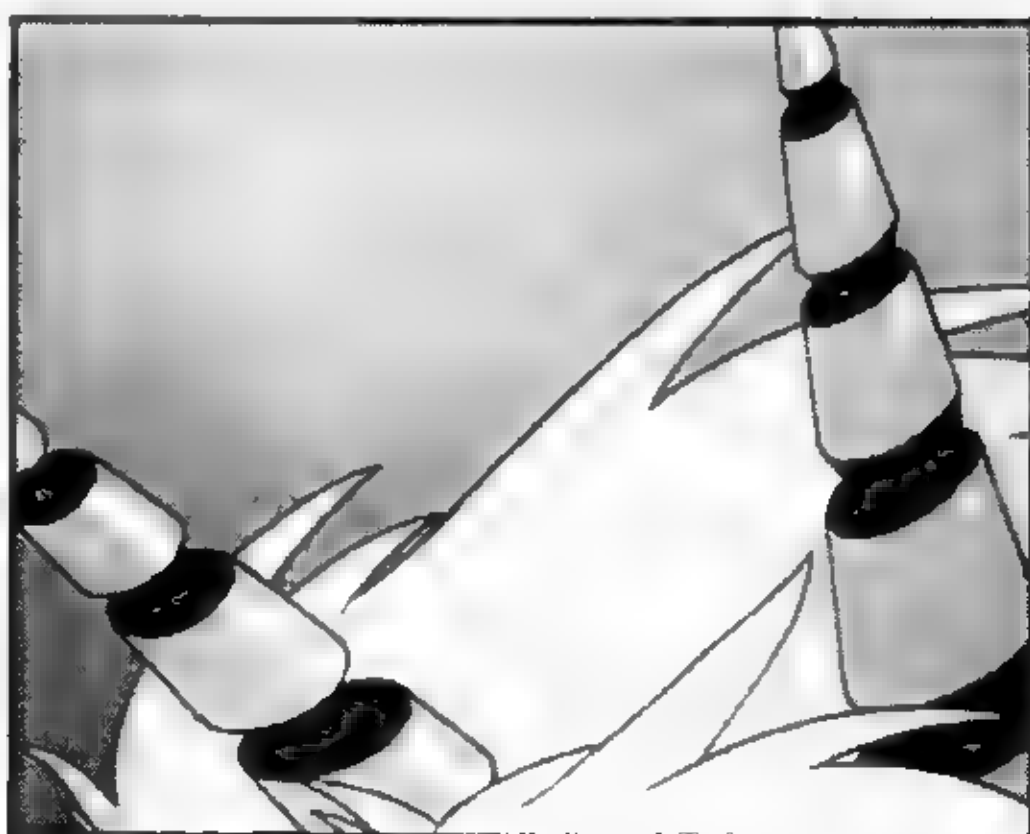
### SIGNIFICANT EVENTS

Zoycite worries that Nephrite may actually discover the location of the Imperium Silver Crystal before her, so she sends Yasha to spy on Nephrite's activities. Unfortunately Yasha mistakes Nephrite's Star Crystal for the Imperium Silver Crystal and attacks. She does not hesitate to continue her fight with the Dark Warrior even when Nephrite destroys her mask and reveals Yasha's true yoma form. Yasha executes several aerial maneuvers and charges, but she is no match for Nephrite's strength. The Dark Warrior easily defeats her and she is blasted from behind by Sailor Moon's "Moon Tiara Magic". Yasha turns to stone in mid-air and then explodes into tiny fragments.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Yasha exhibits the following characteristics:

- It is not clear if Yasha is under the control of Zoycite, Malachite, or both.
- Yasha can spin her horns in her head like a drill
- Yasha's shape-shifting ability is flawed and she must wear a mask to hide her face or her yoma heritage will be revealed.



TOTAL SERVANT ABILITY POINTS 4		BODY 5		MIND 3	SOUL 1	
HEALTH POINTS 20		ENERGY POINTS 10		ACV 5	DCV 3	DAMAGE 10 (horns)
TYPE I	Assume any human form (although her face remains in <i>yoma</i> form)					
TYPE I	Acrobatics Neutral Attribute, Level 1					
TYPE I	Heightened Senses Neutral Attribute, Level 1					
TYPE II	Fly (without wings)					
Weakness	Item Dependency (must wear a mask to hide her face when in human form)					





# The Plant Sisters



ENGLISH NAME: None given  
JAPANESE NAME: Gureepu (grape), Suzuran, Housenka (all plant/flower related names)  
ENGLISH EPISODE: "A Friend in Wolf's Clothing"  
JAPANESE EPISODE: "*Naru-chan gokyuu! Nephrite ai no shi!*", Episode #24  
["*Naru-chan's Tears! Death of Nephrite for Love!*"]  
TYPE: Negaverse Yoma; Weak/Moderate Servants  
MASTER: Zoycite  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Nephrite  
FATE: Destroyed by Sailor Moon and Sailor Mars Combination Attack ("Moon Tiara Magic" and "Mars Fire Ignite")

## PHYSICAL APPEARANCE

These yoma could be sisters. All three have pale-pink skin, long pointed ears, and wear masks over the lower half of their faces. Gureepu has short blond hair, and a pink body suit with a black halter-top. Gnarled roots surround her chest and left arm. Gureepu seems to represent the fruit of the plant. Suzuran stands 6 feet tall and has long, dark hair. Her green body suit, halter-top, boots, and arm guards appear as if they have been formed from leaves. Thus, Suzuran seems to represent the leaves of the plant. Housenka is 5 feet tall, has purple and red hair, and wears a red and green body suit with a pink side collar that flares out like a petal. She also wears a second yellow body suit under the first one. Housenka appears to represent the flower of the grape plant, which, once pollinated, would blossom into the fruit.

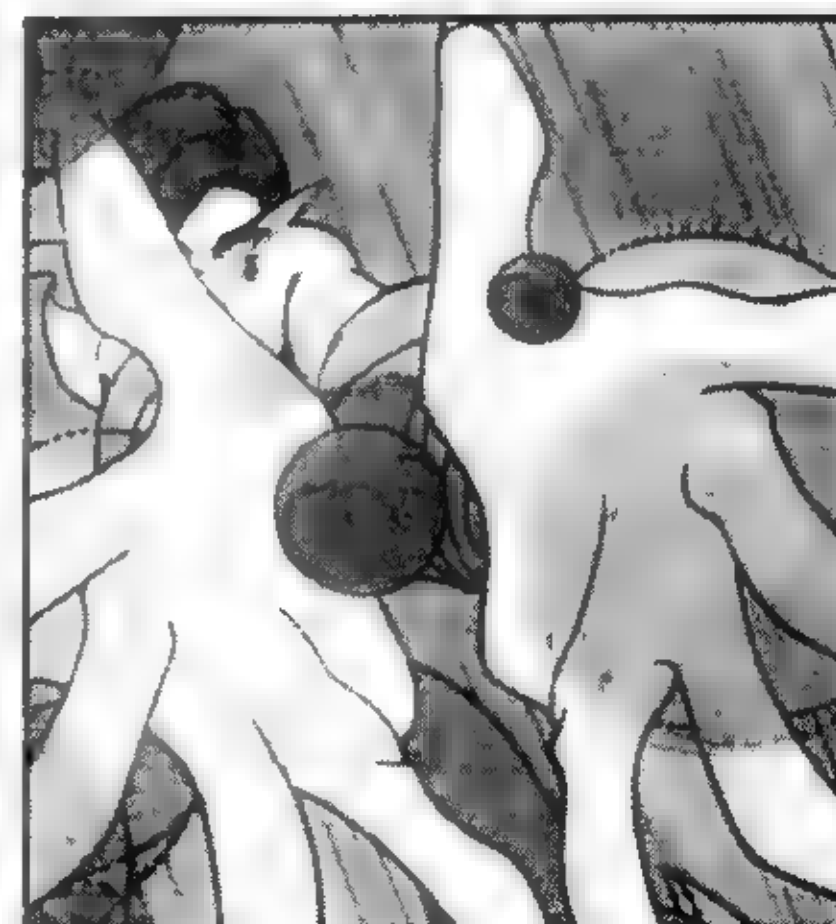
## SIGNIFICANT EVENTS

Zoycite sends the three yoma to kidnap Molly and force Nephrite to relinquish his Star Crystal. Nephrite tracks Gureepu, Suzuran, and Housenka to their hideout and easily defeats them in combat. He rescues Molly and tells the defeated yoma that he will never give the Crystal to Zoycite. As Nephrite sits and talks with Molly in a nearby park, Gureepu launches a surprise attack. She rams a giant thorn, crackling with yellow lighting, through Nephrite's shoulder, which eventually drains all of his energy and kills him. The Sailor Scouts arrive to protect Molly, but are also attacked. Housenka's exploding seedpods are rendered useless by "Mercury Bubbles Blast", but Suzuran's sonic blast momentarily stuns the Scouts. Sailor Moon and Sailor Mars quickly recover and use the Combination Attack of "Moon Tiara Magic" and "Mars Fire Ignite" to vapourize all three of the yoma.

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, the Plant Sisters exhibit the following characteristics:

- These yoma are occasionally surrounded by a glowing orb of light when they fly.
- All three are extremely loyal to Zoycite, whom they call "Madame Zoycite".
- Suzuran's Sonic Blast does not deliver damage but will stun targets for 1 round, unless they make a successful Soul Stat check.
- Gureepu may still use her Energy Drain powers when her thorn arm has been separated from her body, as long as her targets are in physical contact with the thorn.
- Gureepu's thorn arm eventually drains enough of Nephrite's energy to kill him



### TOTAL SERVANT ABILITY POINTS 4/7

**Body 3****MIND 4****SOUL 2**

HEALTH POINTS 20 ENERGY POINTS 10 | ACV 5 DCV 3 | DAMAGE 10 (seed pods)

**Suzuran, Housenka:****TYPE I** Sonic Blast (Suzuran) or create exploding seed pods that do minimal damage (Housenka)**TYPE II** Fly (without wings)**TYPE II** Limited Teleportation**Gureepu add:****TYPE I** | Shapeshift a body part into single alternate form (thorn arm)**TYPE I** | Energy Drain Negaverse Sub-Attribute, Level 2 (10 ENERGY POINTS each round)





Baamu









Kyurene





The Doom and Gloom Girls





Vampeal





Four Face





Thunderclap





Marzipan

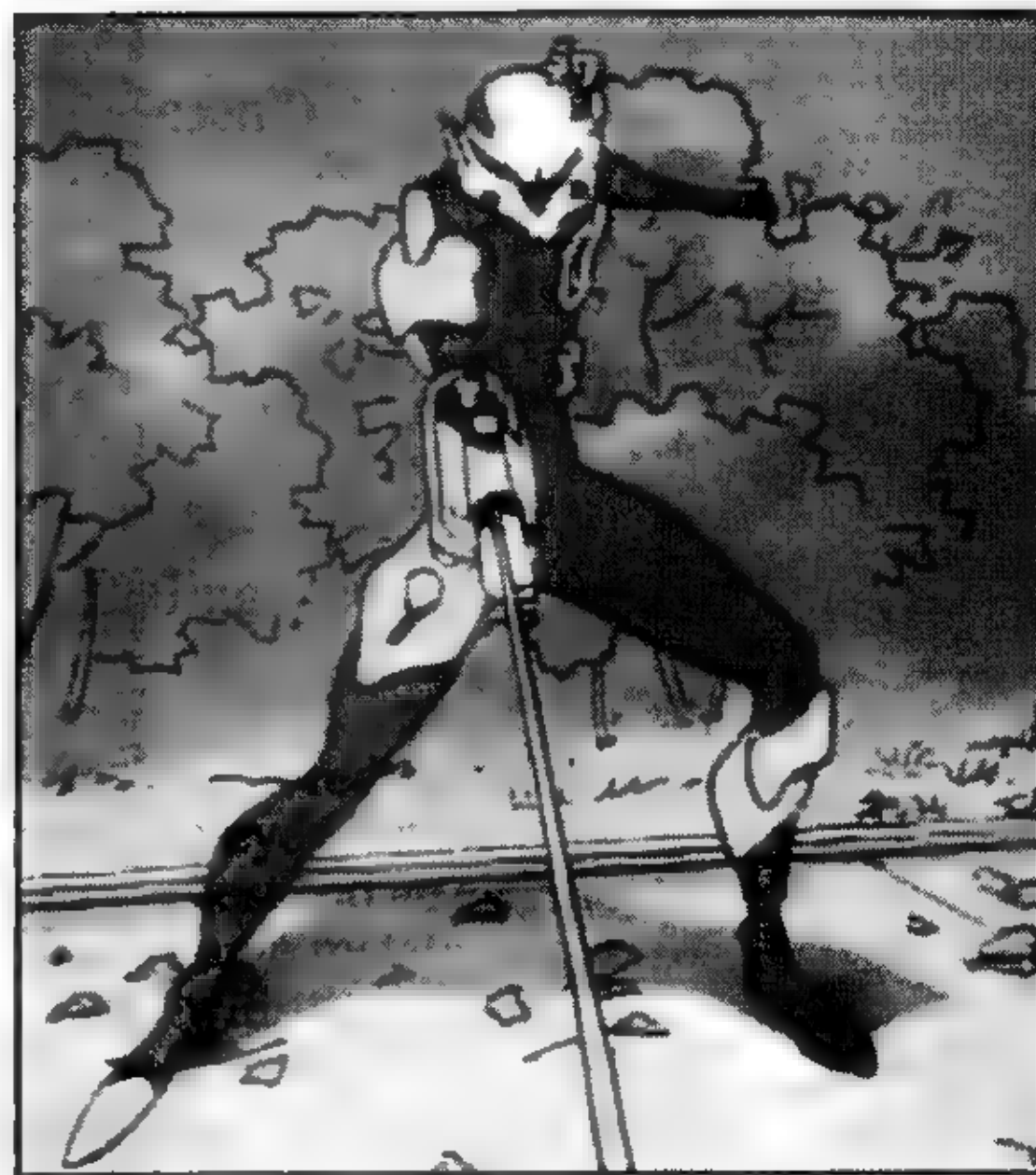




ENGLISH NAME: Game Machine Man  
JAPANESE NAME: Geeseen (similar pronunciation to "Gesen")  
ENGLISH EPISODE: "Jupiter Comes Thundering In"  
JAPANESE EPISODE: "Koisuru kairiki shojo, Jupiter-chan!", Episode #25  
["Powerful Girl in Love, Jupiter-chan!"]  
TYPE: Negaverse Shadow Warrior, Strong Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Jupiter  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Game Machine Man is 6 feet tall and is covered from head to toe in red and silver body armor. The only part of his face that can be seen are his red eyes which glow through two slits in his helmet. A large ruby panel covers half of his chest and an electric wire runs from the panel to a metal collar, and then down his back. Large metallic cuffs are situated on each wrist. These cuffs release different weapons with the push of a button found on the top of each cuff.



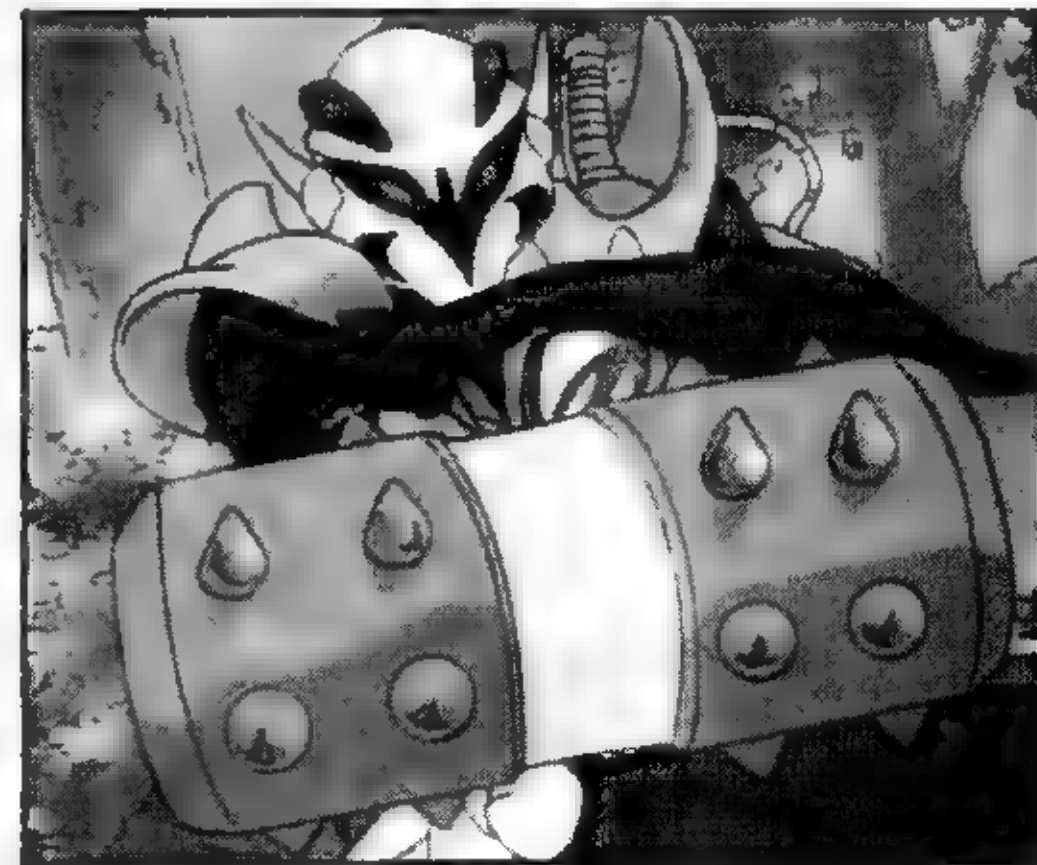
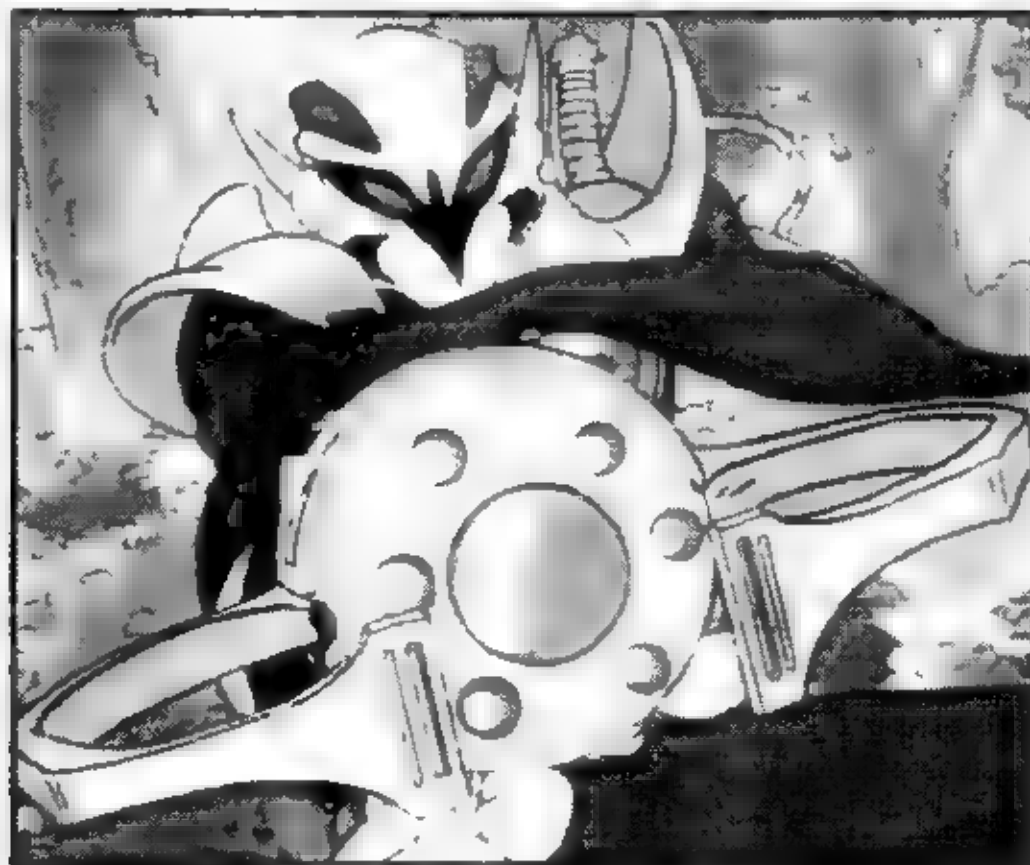
### SIGNIFICANT EVENTS

Game Machine Man is the first monstrous Shadow Warrior who is released from a young video game addict, Game Machine Joe, when Zoycite removes the Red Rainbow Crystal from his body. Lita is able to pick him up and throw him to the ground while he is battling Sailor Moon. This saves Sailor Moon from being crushed by Game Machine Man's extendible spiked hammer, but she is still caught by the Warrior's retractable game claw. With Luna's help, Lita transforms into Sailor Jupiter and easily dodges the second claw Game Machine Man launches. She then destroys the claw holding Sailor Moon with "Jupiter Thunder Crash". When free, Sailor Moon uses "Moon Healing Activation" to dispel the Shadow Warrior and return Joe to his human form.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Game Machine Man exhibits the following characteristics:

- Game Machine Man's attacks are often accompanied by several arcade sounds and computer noises.
- He considers himself to be The Champion of the Negaverse.
- His weapons can be destroyed with 30 points of damage or more.
- The function of the electric wire connecting the panel on the Warrior's chest to his back is not revealed.
- Telekinesis is the only power Joe is able to use in his human form.



TOTAL SERVANT ABILITY POINTS 13		BODY 7		MIND 4	SOUL 4
HEALTH POINTS 60		ENERGY POINTS 60	ACV 7	DCV 5	DAMAGE 30 (hammer)
TYPE I	Use telekinesis to move small objects				
TYPE I	Acrobatics Neutral Attribute, Level 2				
TYPE II	Shapeshift body part into several alternate forms (spiked hammer, grappling claw, etc.)				
TYPE II	Item of Power <i>Senshi</i> /Knight Sub-Attribute, Level 4 (body armour, all damage -20 points)				
Weakness	None known				





ENGLISH NAME: Bobo the Vulture  
JAPANESE NAME: Bokushii (variation of "boxy")  
ENGLISH EPISODE: "The Power of Friendship"  
JAPANESE EPISODE: "Naru-chan ni egao o! Usagi no yuujo!", Episode #26  
["Smile, Naru-chan! Usagi's Friendship!"]  
TYPE: Negaverse Shadow Warrior, Moderately Powerful Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Jupiter, Tuxedo Mask  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

#### PHYSICAL APPEARANCE

Bobo the Vulture has the attributes of both a bird and a humanoid. He has large orange wings, and the clawed feet of a vulture, but the body of a 6 foot-tall muscular man with green skin. Bobo has pointed ears, short blond hair, a small black moustache, and red glowing eyes. He wears shoulder pads, a sparring helmet, and red boxing gloves. A wide belt that has a boxing ring bell as the buckle holds up his blue shorts.



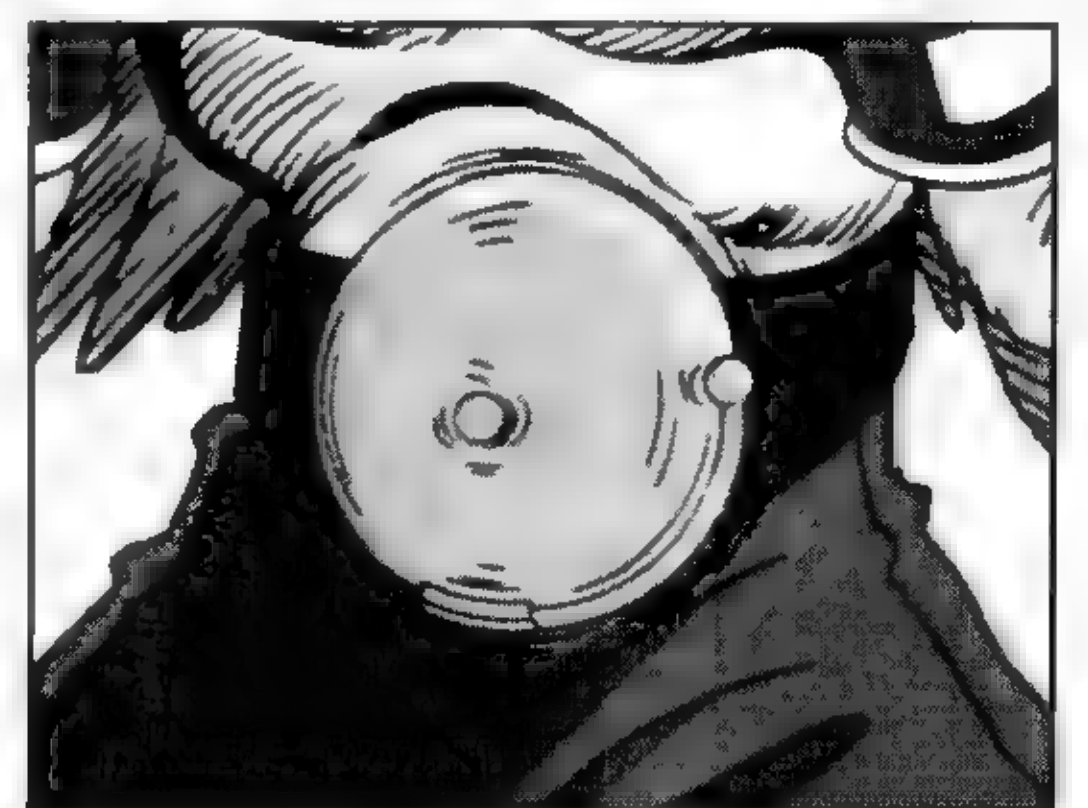
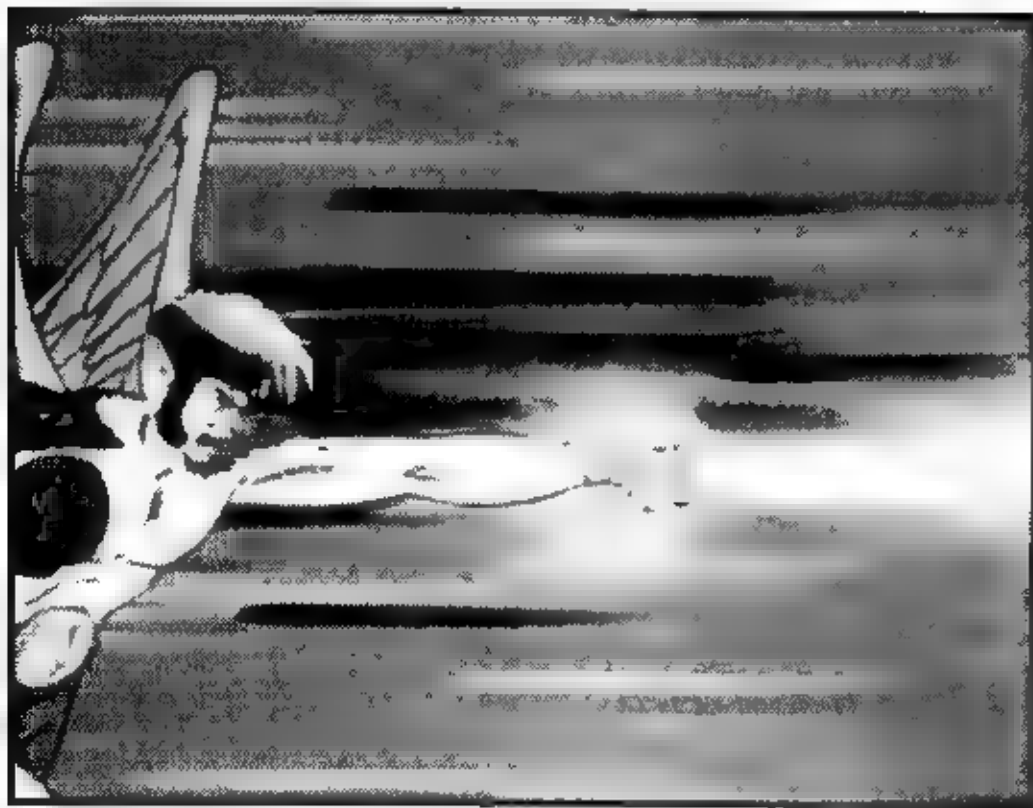
#### SIGNIFICANT EVENTS

Molly, Melvin, and Serena pass by a graveyard while on their way to see the new Sailor V movie. Molly leaves her friends and speaks with a priest who is walking in the cemetery. Zoycite arrives to claim the orange Rainbow Crystal residing inside the priest's body. When Bobo is released, Sailor Moon tries to battle with him by herself, but she is forced to dodge the Warrior's exploding boxing gloves. Tuxedo Mask rescues Sailor Moon when she freezes in fear from the onslaught, and he easily deflects Bobo's boxing barrage with his spinning cane. Sailor Jupiter arrives and uses her "Jupiter Thunder Crash" to destroy one of Bobo's gloves. As Bobo is reeling in pain, Sailor Moon initiates her "Moon Healing Activation" and dispels the Shadow Warrior, which returns the priest to his human form.

#### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Bobo exhibits the following characteristics:

- Bobo's bell buckle will ring just before he attacks.
- Bobo does not fly in this episode, but he may use his wings to do so if he wishes.
- Bobo's boxing gloves instantly regenerate after he fires them, but if he shoots more than 2 per round, he may not dodge attacks until the next round.
- A direct hit and a minimum of 30 points of damage is required to destroy a glove that is still on Bobo's hand. Gloves destroyed in this way cannot regenerate quickly.
- Bobo can create minor illusions to simulate the environment of boxing match (for example, a cheering crowd).



**TOTAL SERVANT ABILITY POINTS 7**

**BODY 5**

**MIND 4**

**SOUL 3**

HEALTH POINTS 40 ENERGY POINTS 30 ACV 6 DCV 4 DAMAGE 10 (claws), 30 (gloves)

**TYPE I** | Speed Neutral Attribute, Level 2

**TYPE I** | Create minor illusions for 5 people

**TYPE II** | Fly (with wings)

**TYPE II** | Create medium-sized explosions that cause moderate damage (boxing gloves, up to 2 gloves each round)

**Weakness** | None known

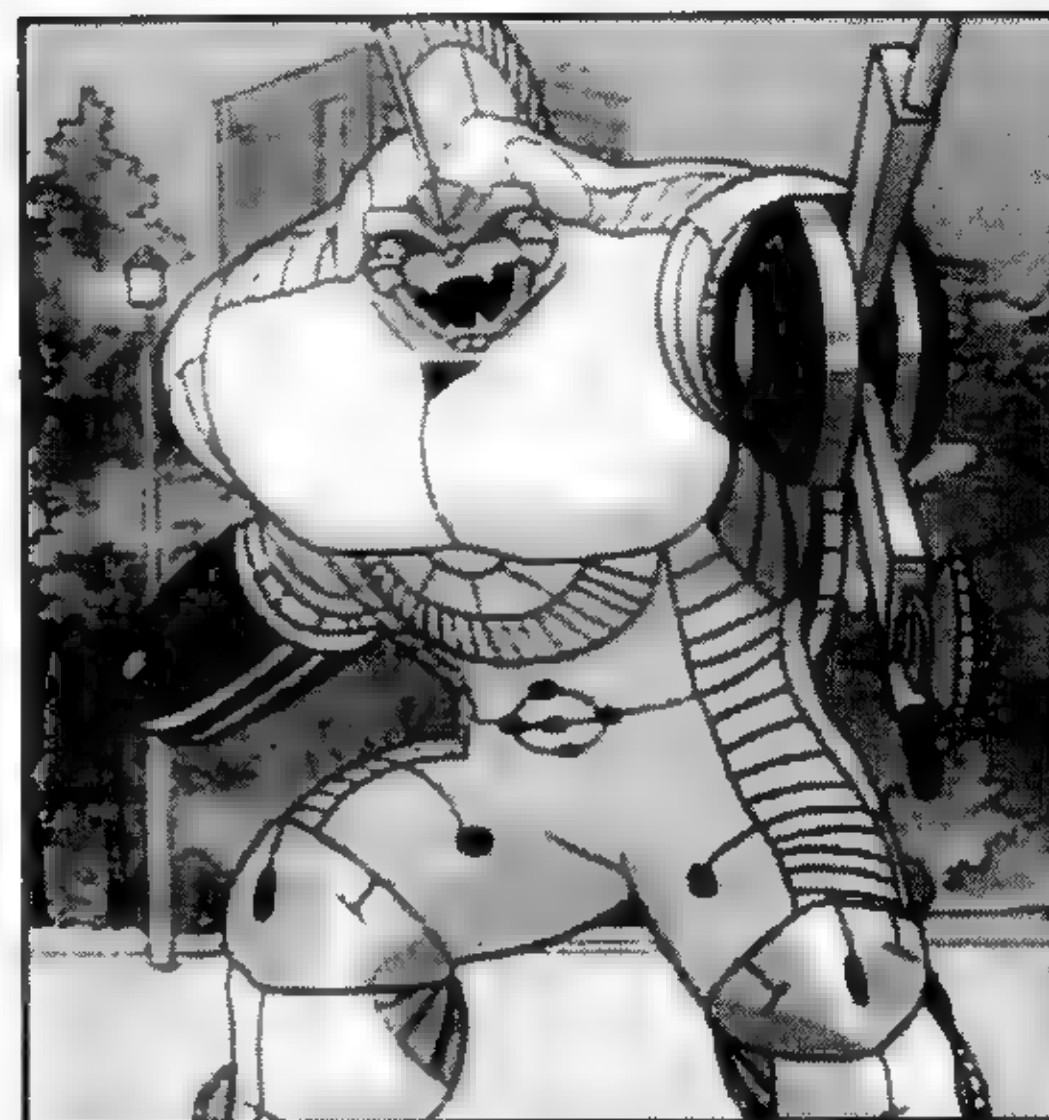




ENGLISH NAME: Bumboo  
JAPANESE NAME: Bunbo (the word "punbogu" refers to stationary supplies)  
ENGLISH EPISODE: "Mercury's Mental Match"  
JAPANESE EPISODE: "Ami-chan e no koi!? Mirai yochi no shonen!", Episode #27  
[*"Love for Ami-chan?! A Boy Who Predicts the Future!"*]  
TYPE: Negaverse Shadow Warrior, Strong Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Bumboo has the form of a 6 foot-tall mechanical lizard that does not have a neck. His body is green with silver-plated scales, and his mechanical arms end in broad retractable knives. He has a large, fanged mouth, small orange eyes, and a silver crest that runs down his back. During the episode he grows to nine feet in height but retains his original features.



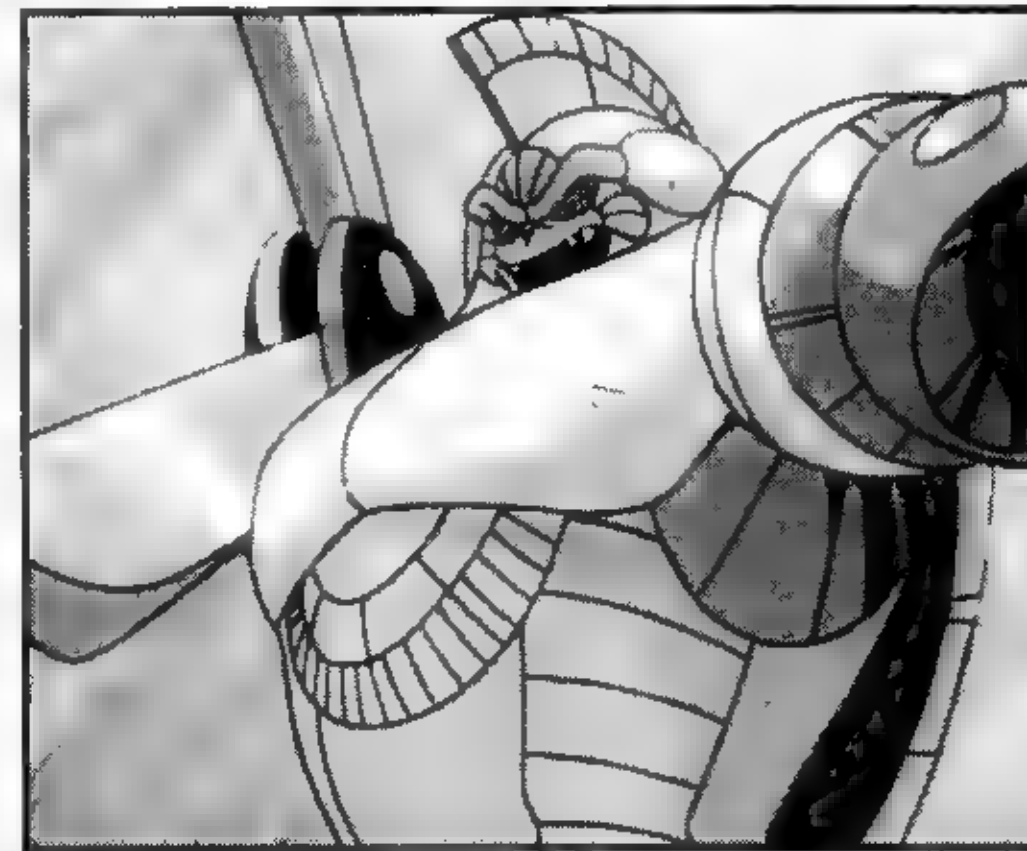
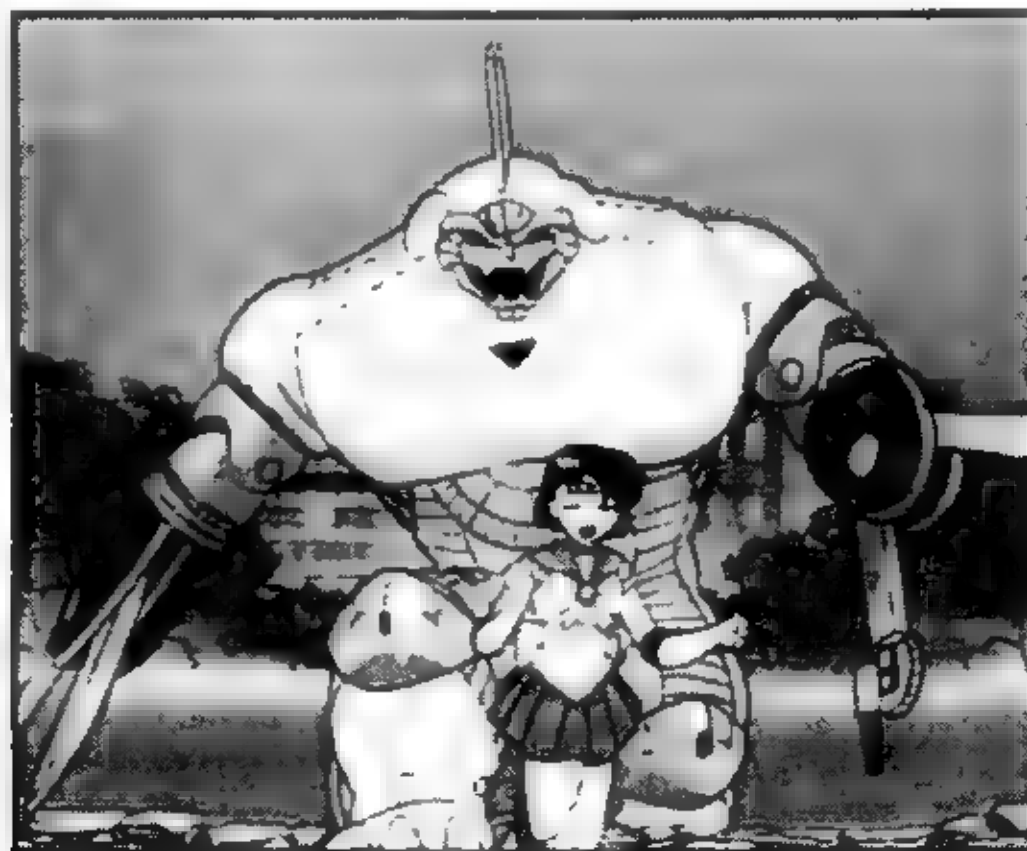
### SIGNIFICANT EVENTS

Zoycite removes the yellow Rainbow Crystal from a boy named Greg, only to discover that, because of Greg's love for Amy, the Shadow Warrior within him has turned against the Negaverse. Bumboo attacks Zoycite, who uses the Dark Star Crystal to eliminate all of the Warrior's positive emotions. Bumboo then grows much taller and stronger and turns on Sailor Moon and Sailor Mercury. Sailor Moon attempts to heal Bumboo using her Crescent Moon Wand, but there is too much negative energy in the Shadow Warrior for her positive energy to have any effect. The two Scouts are forced to dodge Bumboo's shurikens, scissors, and compasses until Sailor Mars and Sailor Jupiter arrive. "Mars Fire Ignite" and "Jupiter Thunder Crash" stop Bumboo's projectiles in mid-air, which gives Sailor Moon the opportunity to throw her Moon Tiara onto Bumboo's forehead. The Tiara drains some of Bumboo's negative energy, enabling her to change Greg back to his human form with "Moon Healing Activation".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Bumboo exhibits the following characteristics:

- It is Greg's high Soul Stat, and love for Amy, that allows him to retain his true personality when he is changed into Bumboo.
- Bumboo's true Shadow Warrior Powers are not revealed until Zoycite is able to remove Bumboo's Weakness (Touched By Positive Energy) using the Dark Star Crystal. At this point, Bumboo regains his Super Strength and grows in size and power.



### TOTAL SERVANT ABILITY POINTS (8) 12

**Body 5 (8)****MIND 4****SOUL 7**

HEALTH POINTS 50

ENERGY POINTS 70

ACV 7

DCV 5

DAMAGE 20 (50) (bite), 30 (projectiles)

**TYPE I** Acrobatics Neutral Attribute, Level 1**TYPE I** Powerful Soul Neutral Attribute Level 1 (+1 to Soul Stat)**TYPE II** Unique Attribute Level 1 (Precognition — can occasionally see into the future but sees only vague impressions)**TYPE II** Fire or shoot large objects or weapons for medium distances (shurikens, scissors, compasses)**TYPE II** Item of Power *Senshi*/Knight Sub-Attribute, Level 2 (body armour, all damage -10 points)**TYPE II** Super Strength (Body Stat +3; Damage Value +30 for melee combat — initiated when weakness is removed)**Weakness** Touched by Positive Energy, Level 2 (Greg's True Love for Amy and his Powerful Soul cancels Bumboo's Super Strength)





ENGLISH NAME: Veena  
JAPANESE NAME: Biina  
ENGLISH EPISODE: "An Artful Attack"  
JAPANESE EPISODE: "Koino irasuto, Usagi to Mamoru ga sekkin?", Episode #28  
["The Illustration of Love, Usagi and Mamoru Getting Closer?"]  
TYPE: Negaverse Shadow Warrior, Moderately Powerful Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Veena is a monster in the form of an angel. She has large white wings, black hair, and pale-green skin. She wears pastel-pink robes with a pink cape. Her boots are white and she sports a thin tiara and a chain that encircles her waist. Long, golden extensions arc over her shoulders, and she stands 5 1/2 feet tall.

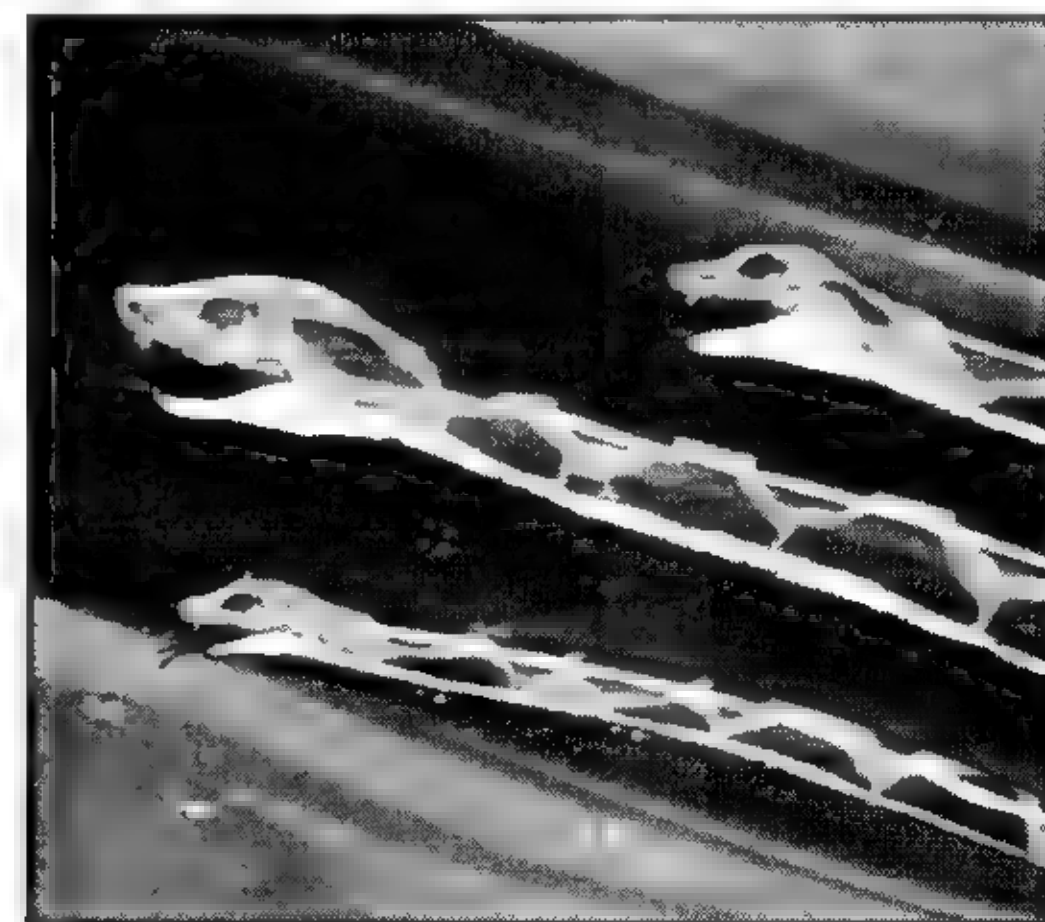
### SIGNIFICANT EVENTS

Serena and Darien are hired to model for an artist, Peggy Jones, who is the carrier of the green Rainbow Crystal. When the Crystal is extracted, Peggy Jones transforms into Veena, and is ordered by Zoycite to attack Sailor Moon. Veena uses her wing feathers as quills to draw rocks that fall on Sailor Moon. Veena also draws some ropes which suddenly change into snakes that attack the Champion of Justice. The snakes are destroyed by "Mars Fire Ignite" and Sailor Jupiter removes one of Veena's wings with "Jupiter Thunder Crash". Sailor Moon dispels Veena with "Moon Healing Activation". Peggy Jones is returned to human form but she remembers nothing of her transformation.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Veena exhibits the following characteristics:

- Peggy Jones has a vague recollection of a past life, and can turn her dreams of her memories into beautiful artwork. She can even recognize current incarnations of some people from her dreams, such as Serena and Darien.
- Initially, Veena can only create simple objects with her wing feathers (rocks, ropes, a net, etc.), but if she was allowed to regain her full powers as a Shadow Warrior, she might be able to create more impressive constructs.
- Veena cannot create animate objects. She uses illusions to enhance what she has materialized, such as ropes changing into snakes.



### TOTAL SERVANT ABILITY POINTS 7

BODY 3

MIND 4

SOUL 5

HEALTH POINTS 30 ENERGY POINTS 30 ACV 6 DCV 4 DAMAGE variable (20 maximum)

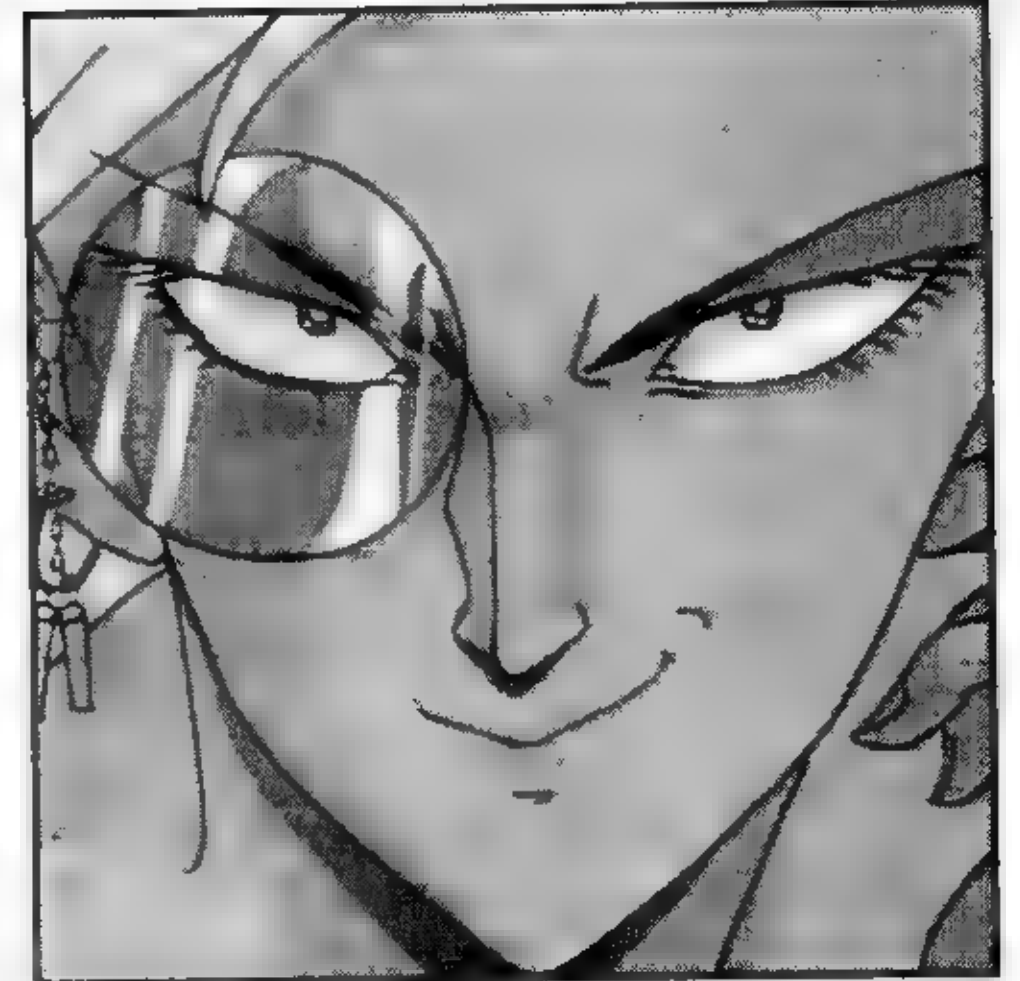
TYPE I	Unique Character Attribute, Level 1 Past Memories (vague; little character or game effect)
TYPE II	Fly (with wings)
TYPE II	Create a small amount of inanimate matter
TYPE II	Create believable illusions for 2-4 people

Weakness	None known
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ENGLISH NAME: Techniclon  
JAPANESE NAME: Rikokeidaa ("riko" means intelligent)  
ENGLISH EPISODE: "Too Many Girlfriends"  
JAPANESE EPISODE: "Daikonsen! Gucha gucha koi no shikaku kankei!", Episode #29  
[*"Total Chaos! Mixed-up Love Rectangle!"*]  
TYPE: Negaverse Shadow Warrior, Moderately Powerful Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Techniclon appears as part scientist and part monster. She has pointed ears, sickly-green skin, and is bald except for a red and yellow ponytail. The monocle she wears gives Techniclon a scholarly appearance, but her strapless, black body suit and knee-high red boots offset this. Techniclon is 6 feet tall, and she wears earrings and golden armbands.

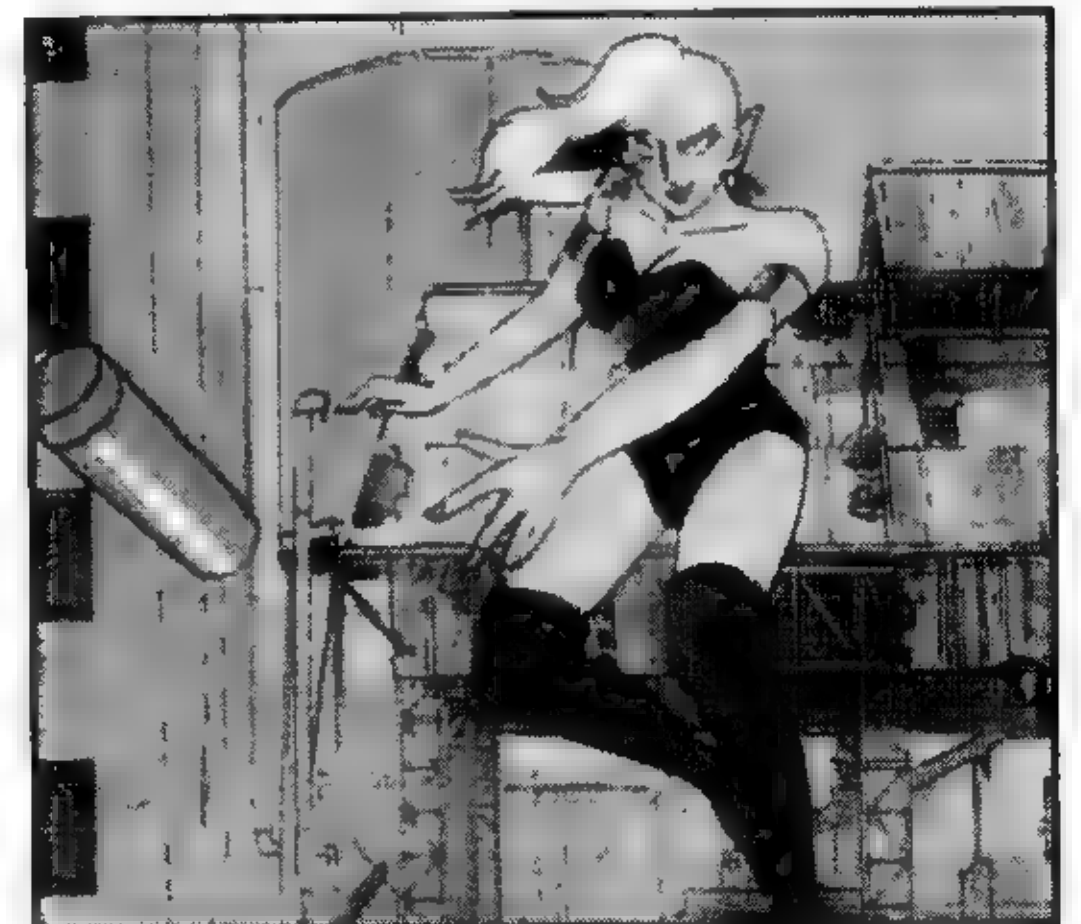
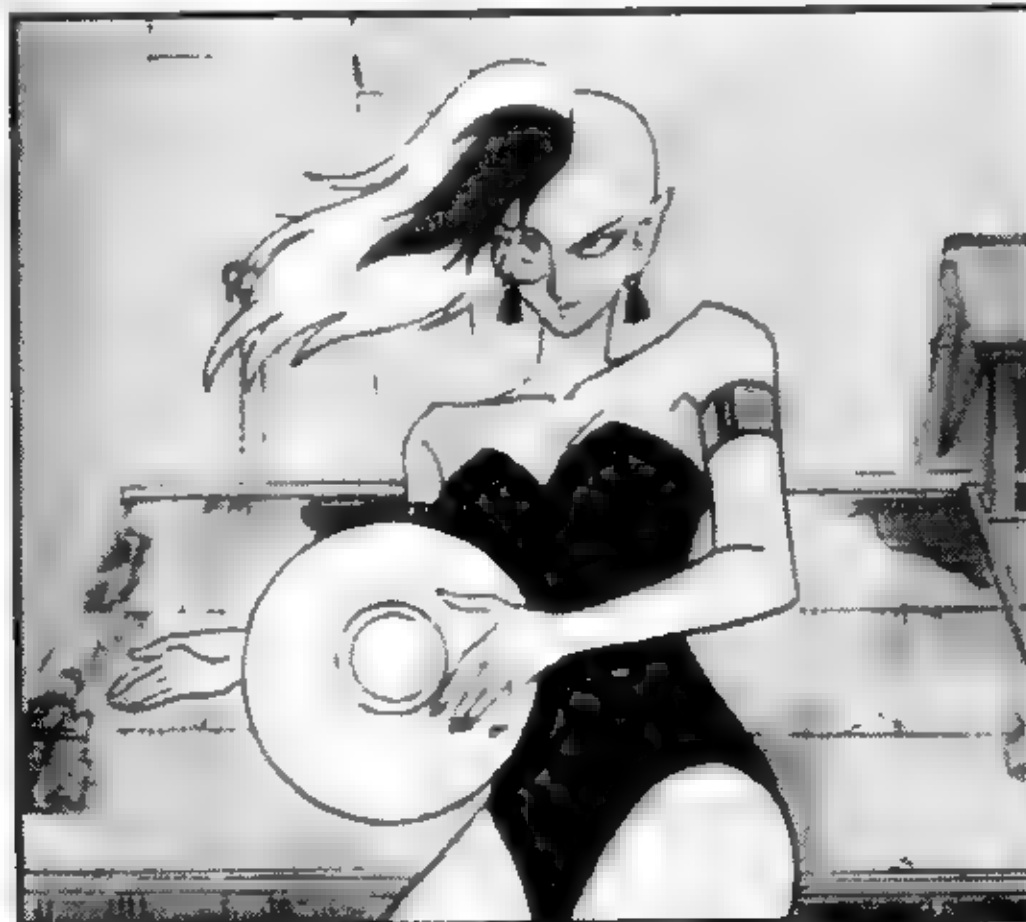
### SIGNIFICANT EVENTS

Zoycite discovers that a young entomologist, Rita, is the carrier of the blue Rainbow Crystal. Zoycite retrieves the Crystal and frees Techniclon, who immediately attacks Sailor Moon. Techniclon throws several small canisters that shatter and release a clump of green leeches. The leeches attempt to drain Sailor Moon's energy, but they are destroyed by "Jupiter Thunder Crash". Sailor Jupiter also attempts to use her *Senshi* Attack on Techniclon, but the *yoma* catches the lightning in an Erlenmeyer flask and fires it back at the surprised Scouts. Sailor Mars appears and destroys the flask with "Mars Fire Ignite", which allows Sailor Moon to dispel Techniclon with "Moon Healing Activation".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Techniclon exhibits the following characteristics:

- When Techniclon captures a *Senshi* Attack, she may release it in small bursts (minimum 10 points of damage) until the total DAMAGE points are spent.
- 30 points of damage are required to destroy Techniclon's flask.
- Leeches created by Techniclon have Energy Draining capabilities (Negaverse Sub-Attribute, Level 1, 5 ENERGY POINTS each round). This ability is activated when the leeches cover half of the target's body.
- 5 points of damage are required to destroy the leeches.



**TOTAL SERVANT ABILITY POINTS 7**

**BODY 4**

**MIND 5**

**SOUL 3**

HEALTH POINTS 20

ENERGY POINTS 30

ACV 6

DCV 4

DAMAGE variable

**TYPE II**

Unique Character Attribute, Level 2 (create Energy-Draining leeches)

**Type III**

Deflect a Sailor *Senshi* Attack back upon the Scout

**Weakness** , None known





ENGLISH NAME: Pox  
JAPANESE NAME: Jiji  
ENGLISH EPISODE: "Grandpa's Follies"  
JAPANESE EPISODE: "Ojii-chan ranshin, Rei-chan no kiki!", Episode #30  
["Grandpa's Insanity, Rei-chan in Jeopardy!"]  
TYPE: Negaverse Shadow Warrior, Moderately Powerful Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Raye, Chad  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Although Serena describes him as a "big old, red lobster thingy", Pox looks more like a devilish ape. He has an ape's body that is covered in black fur, and he runs on all fours. A bushy, white mane surrounds his red face, and he has bulging, yellow eyes that roll around in their sockets. Pox also has fangs, claws, and two straight horns that protrude from his forehead. He only wears gold bracelets around his wrists and ankles, and a scarf around his neck.

### SIGNIFICANT EVENTS

Grandpa Hino is enjoying a quiet evening on the roof of his Temple when Zoycite suddenly attacks him. At first he manages to escape, but Zoycite soon returns and extracts the indigo Rainbow Crystal. Once Pox is free, he begins to chase Raye and Chad through the Temple. During Pox's rampage, Chad is knocked unconscious, and Raye gains enough time to perform a quick fire reading. The fire keeps the yoma at bay and reveals that Pox is Raye's grandfather. Raye paralyzes Pox with her "Ofuda Strike", which allows Sailor Moon to return Grandpa Hino to his human form with "Moon Healing Activation".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Pox exhibits the following characteristics:

- Pox enjoys running around and causing trouble. Although he is faster than most humans, Pox has more fun chasing people than actually catching them.
- Pox has a fear of holy or sacred objects (such as the Temple's sacred fire). He can be temporarily held at bay by a character holding such an object before him.
- Grandpa Hino loses his ability to focus his willpower (or Ki) when he becomes Pox.



### TOTAL SERVANT ABILITY POINTS 8

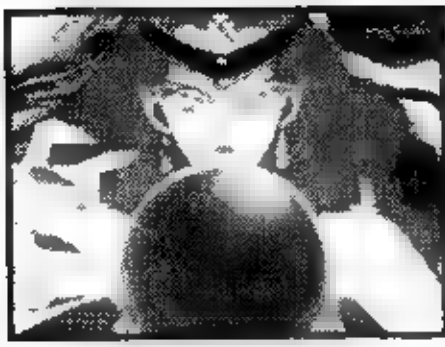
**Body 7****MIND 3****SOUL 6**

HEALTH POINTS 50 ENERGY POINTS 50 ACV 6 DCV 4 DAMAGE 40 (horns/bite) 10 (wind blast)

TYPE I	Gust of wind
TYPE I	Speed Neutral Attribute, Level 2
TYPE I	Heightened Senses Neutral Attribute, Level 1
TYPE I	Acrobatics Neutral Attribute, Level 2
TYPE I	Strong Soul Neutral Attribute, Level 1
TYPE II	Super Strength (Body Stat +3; Damage Value +30 for melee combat)

Weakness Phobia (holy or sacred artifacts)





ENGLISH NAME: None given  
JAPANESE NAME: Bakeene ("bakeru" refers to a transformation)  
ENGLISH EPISODE: "Kitty Chaos"  
JAPANESE EPISODE: "Koisarete owarete! Luna no saiakuno hi!", Episode #31  
["Loved and Chased! Luna's Worst Day!"]  
TYPE: Negaverse Shadow Warrior, Moderately Powerful Servant  
MASTER: Queen Beryl  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Luna  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Bakeene is a giant werecat. He stands on his hind legs, is almost 9 feet tall, and has the head, tail, and claws of a cat. Bakeene is covered in turquoise fur, and a dark blue stripe runs down his back from his head to his tail. He wears several pieces of golden jewellery including, a torque, bracelets, and leg guards. He also wears a necklace of sharp teeth, which may have been collected from past opponents.

### SIGNIFICANT EVENTS

Luna is rescued from a catfight by the dashing, and somewhat plump cat, Hercules. However, Luna is unable to return the favour and save her new friend from Zoycite when the violet Rainbow Crystal is removed from Hercules's body. Bakeene is released but he does not attack anyone around him. Instead, he saves Luna from a dangerous fall, and listens to her as she explains that she has a friend who can return him to his old form. Sailor Jupiter grabs Luna out of Bakeene's grasp, but he stands patiently and permits Sailor Moon to heal him with "Moon Healing Activation".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Bakeene exhibits the following characteristics:

- Although Hercules the cat is slightly pudgy, he retains the Acrobatic and Speed Attributes of Bakeene.
- Hercules's deep love for his owner, and growing affection for Luna, has resulted in Bakeene becoming Touched by Positive Energy. This weakness gives him access to a Knight Attack, which allows him to use a "Fish Throw" (similar to Tuxedo Mask's "Rose Throw", but Hercules uses the skeleton of a fish). He demonstrates this Ability while rescuing Luna from a multitude of angry alley cats.
- Unlike Bumboo, Bakeene's weakness does not affect any of his other Abilities.



**TOTAL SERVANT ABILITY POINTS 8**

**BODY 8**

**MIND 2**

**SOUL 5**

HEALTH POINTS 50 ENERGY POINTS 20 ACV 6 DCV 4 DAMAGE 50 (claws/bite), 5 (Fish Throw)

**TYPE I** Acrobatics Neutral Attribute, Level 2

**TYPE I** Speed Neutral Attribute, Level 2

**TYPE I** Heightened Senses Neutral Attribute, Level 2

**TYPE II** Super Strength (Body Stat +3, Damage Value +30 for melee)

**Type III** Knight Attack *Senshi*/Knight Sub-Attribute, Level 1 ("Fish Throw")

**Weakness** Touched by Positive Energy, Level 2 (love for his owner, and affection for Luna)

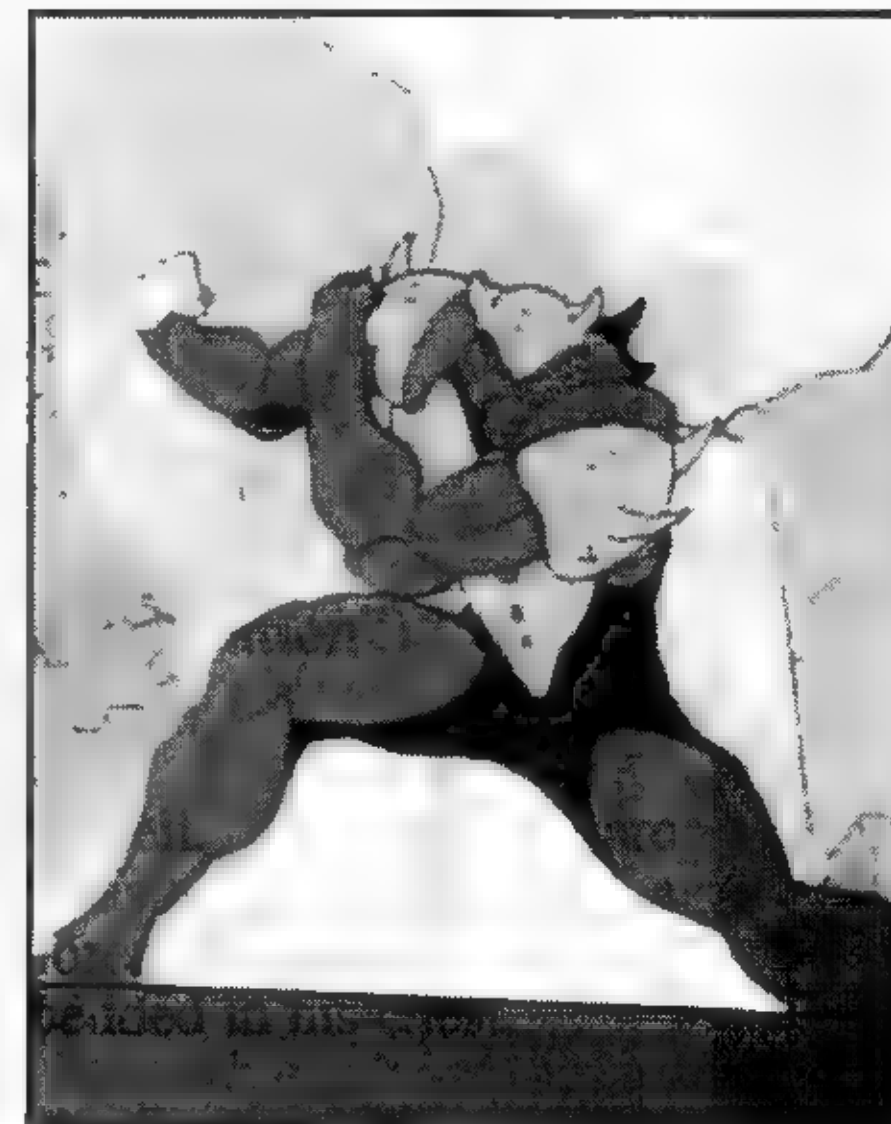




ENGLISH NAME: None given  
JAPANESE NAME: Akan  
ENGLISH EPISODE: "Tuxedo Melvin"  
JAPANESE EPISODE: "Umino no kesshin! Naru-chan wa bokuga mamoru!", Episode #32  
["Umino's Decision! I'll Protect Naru-chan!"]  
TYPE: Negaverse Yoma, Weak Servant  
MASTER: Zoycite  
OPPONENTS: Sailor Moon, Melvin  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Akan, a 7 foot-tall humanoid, is completely covered by a plated shell. Small spikes are visible on his shoulders, and he has two short horns on his head. Akan has claws, but he lacks a nose or mouth, and does not appear to be able to speak. Except for the aforementioned shell, Akan does not wear any clothing, however he has three red gems that are imbedded in his chest.



### SIGNIFICANT EVENTS

Zoycite is desperate to acquire all of the Rainbow Crystals, and plans to retrieve the Crystal she lost to Sailor Moon. Her scheme is to change Molly into a yoma and use her as bait to lure the Champion of Justice into the open. However Zoycite makes a mistake and sends her yoma, Akan, to possess the wrong person. Akan attacks by throwing weed balls that envelop and suffocate any victim they hit. Melvin suddenly appears as the Ineffectual Hero, Tuxedo Melvin, and boldly confronts Akan. He attempts to stop Akan with spicy, bread-coated shrimp but these are ineffective, and Tuxedo Melvin is thrown to one side. Trapped in a weed ball, Molly nearly suffocates, but Sailor Moon uses her "Moon Tiara Magic" to knock Akan over. She follows up her attack with "Moon Healing Activation" and dispels the yoma from its human host.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Akan exhibits the following characteristics:

- Akan is very dense, even for a yoma. He can only follow the simplest commands, and even these can confuse him.
- After becoming completely encased in a weed ball, victims require a Body Stat check each round to survive suffocation  
DAMAGE (10 points).
- Akan may throw up to 5 weed balls each round.



**TOTAL SERVANT ABILITY POINTS 4**      **BODY 5**      **MIND 1**      **SOUL 1**

HEALTH POINTS 15    ENERGY POINTS 10    ACV 5    DCV 3    DAMAGE 10 (claws)

**TYPE II**      Possess a single human  
**Type III**      Completely encase a target's body within an object (weed balls)

**Weakness**    Mind Stat is reduced by 2 points





ENGLISH NAME: None given  
JAPANESE NAME: Mitsuaami ("mitsuami" means "hair braids")  
ENGLISH EPISODE: "Bad Hair Day"  
JAPANESE EPISODE: "Usagi konran! Tuxedo Kamen wa aku?", Episode #36  
["Usagi in Confusion! Evil Tuxedo Mask?"]  
TYPE: Negaverse Yoma, Moderately Powerful Servant  
MASTER: Malachite  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Mitsuaami is a blue-skinned, 7 foot-tall yoma whose outfit resembles a barbershop pole. She wears red and white striped body armour, and a little red hat. Mitsuaami's blonde hair is pulled back into four tight braids that stick out from her head. She has fangs and pointed ears, and a blue jewel is embedded in the middle of her forehead. Mitsuaami's armour has two spikes that jut out at the shoulders, as well as three more that run down the length of her back. She can fire weapons from a bulky red, white, and blue arm guard.

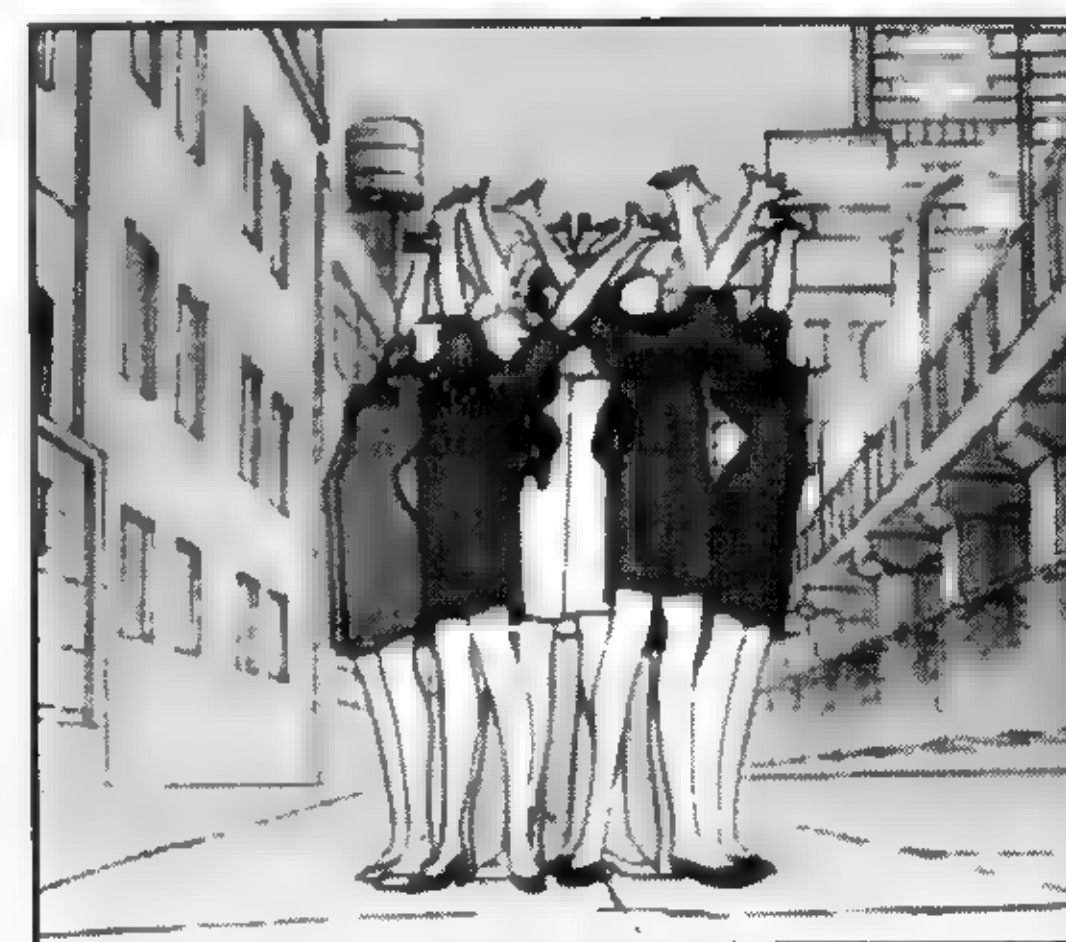
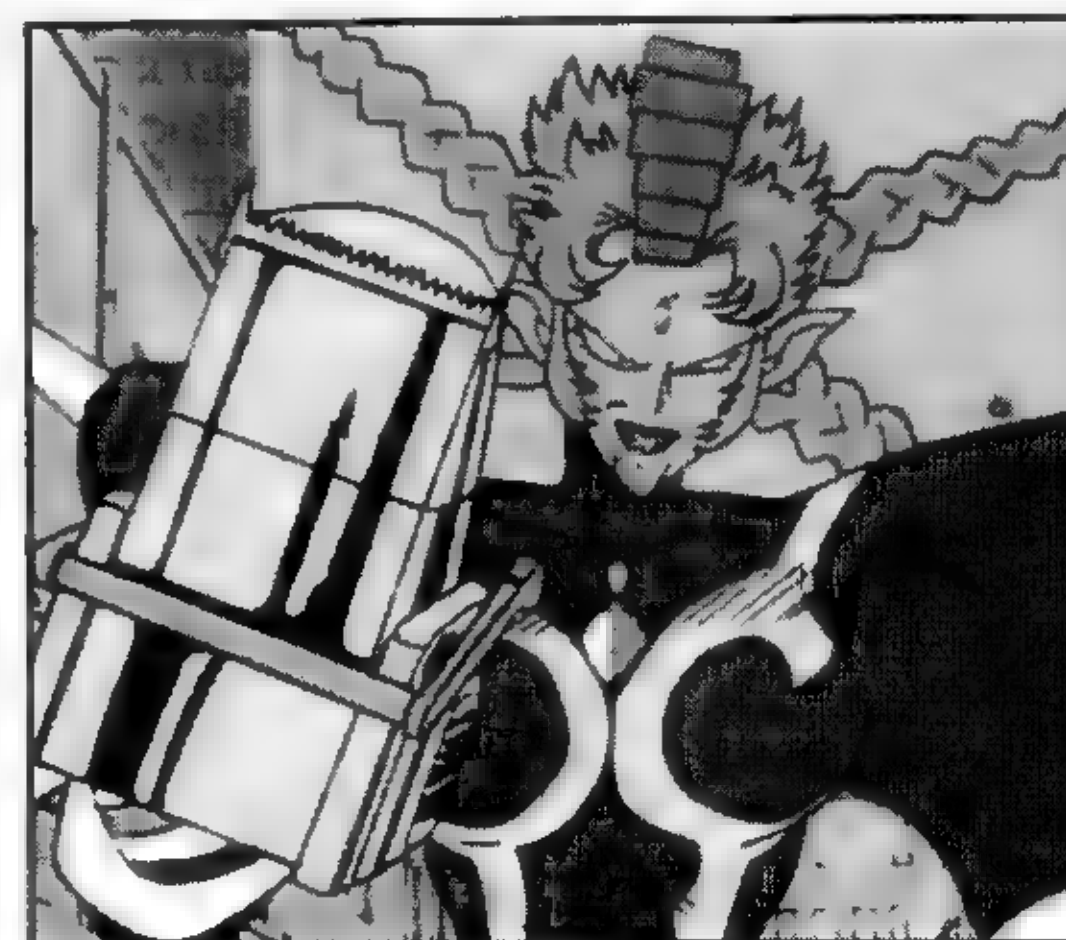
### SIGNIFICANT EVENTS

Malachite opens a beauty salon in Tokyo in which he hopes to discover Sailor Moon's true identity by finding a match to a sample of Sailor Moon's hair that he recovered from a previous battle. Mina brings Serena to the salon to try to help her to temporarily forget about Darien, but Mitsuaami attacks them. Mitsuaami fuses the bodies of the seven salon attendants into one monstrous yoma that Sailor Moon attempts to dispel, but an evil Tuxedo Mask interrupts her. Mitsuaami attacks Sailor Moon with a non-stop barrage of scissors projectiles and windblasts from a hairdryer. The yoma then chases Sailor Moon out of the salon with a giant razor, but Sailor Mars and Sailor Jupiter combine their attacks and stop her. Sailor Moon finally has a chance to use the Crescent Moon Wand and dispels the yoma, which returns the salon attendants back to their human forms.

### POINTS OF INTEREST

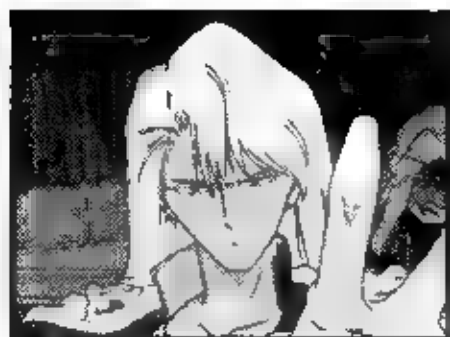
In addition to the Servant Abilities listed below, Mitsuaami exhibits the following characteristics:

- Mitsuaami must attach a hairdryer to her wrist to access her gust of wind power.
- Mitsuaami must take a round to start her giant razor. This is similar to how one would start a chain saw.
- 40 points of damage is required to destroy Mitsuaami's razor.
- Mitsuaami may possess the bodies of up to 7 people at a time, and then use these people to form her own yoma body. This ability makes Mitsuaami an excellent spy since she can be in many places at once.
- Mitsuaami's eyes are much sharper than a normal human's and she can see fine details from a great distance.

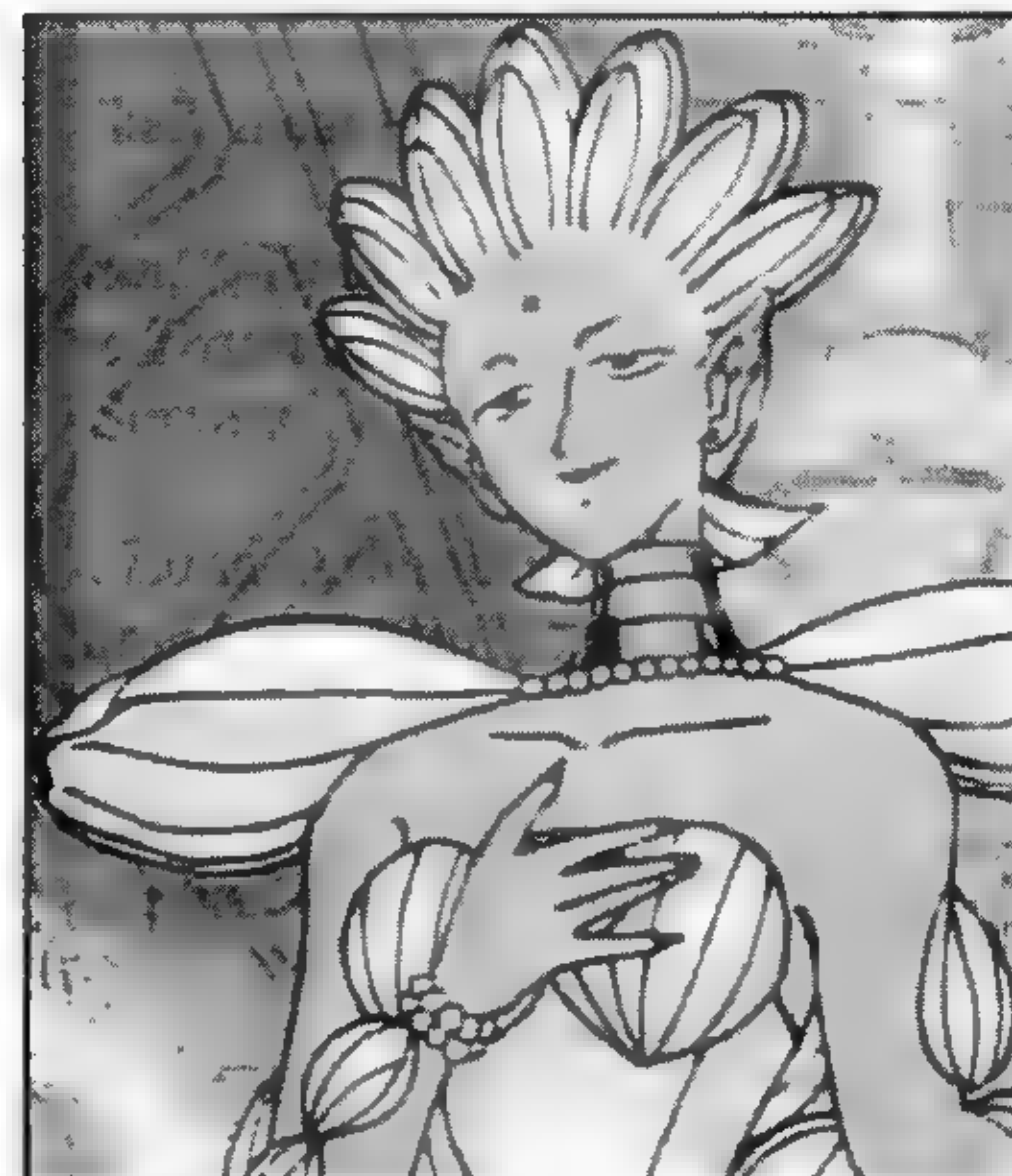


TOTAL SERVANT ABILITY POINTS 10		Body 7		MIND 5	Soul 3
HEALTH POINTS 40	ENERGY POINTS 20	ACV 6	DCV 3	DAMAGE 10 (wind gust/scissors) 30 (razor)	
TYPE I	Gust of wind				
TYPE I	Fire or shoot scissors for short distances				
TYPE I	Heightened Senses Neutral Attribute, Level 3 (sight)				
TYPE I	Unique Character Attribute, Level 3 (possess multiple people and meld them into one form)				
TYPE II	Shapeshift body part into several alternate forms (arm into razor, scissors shooter, hairdryer attachment)				
TYPE II	Super Strength (Body Stat +3; Damage Value +30 for melee combat)				
Weakness	Item Dependency Defect (hairdryer required for gust of wind) Need to recharge between actions (must crank razor before attacking)				





ENGLISH NAME: Polite Society  
JAPANESE NAME: Shakokai ("shako" means "socializing"; "kai" means seashells)  
ENGLISH EPISODE: "Little Miss Manners"  
JAPANESE EPISODE: "Mezase purinsesu? Usagi no chin tokkun!", Episode #37  
["Aim to be a Princess? Usagi's Strange Training!"]  
TYPE: Negaverse Yoma, Moderately Powerful Servant  
MASTER: Malachite  
OPPONENTS: Sailor Moon, Sailor Mars, Sailor Venus, Luna, Artemis  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Polite Society is a purple-skinned yoma with seashells embedded in her back, head, shoulders, arms, and hands. Each shell on her body opens to reveal a large pearl inside that spews wax at her opponents. This changes her opponents into wax statues. She also wears a pearl necklace and bracelets, and a pearl is embedded in the centre of her forehead. Polite Society wears a yellow dress with long, flowing, translucent, green skirts that are decorated with seashells and pearls.

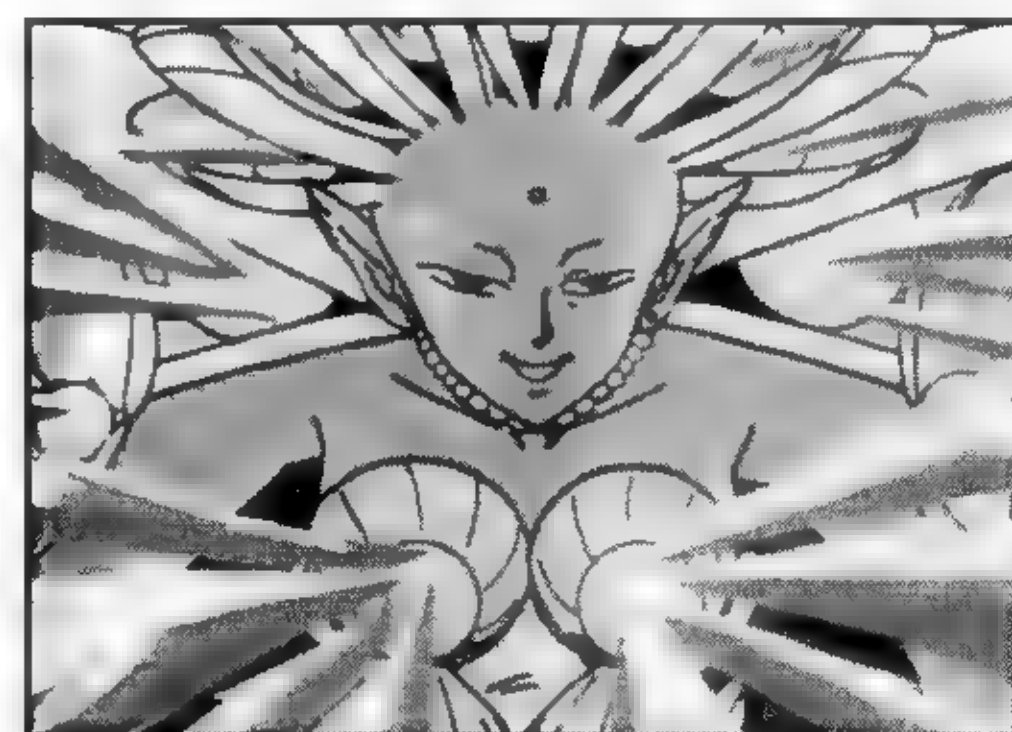
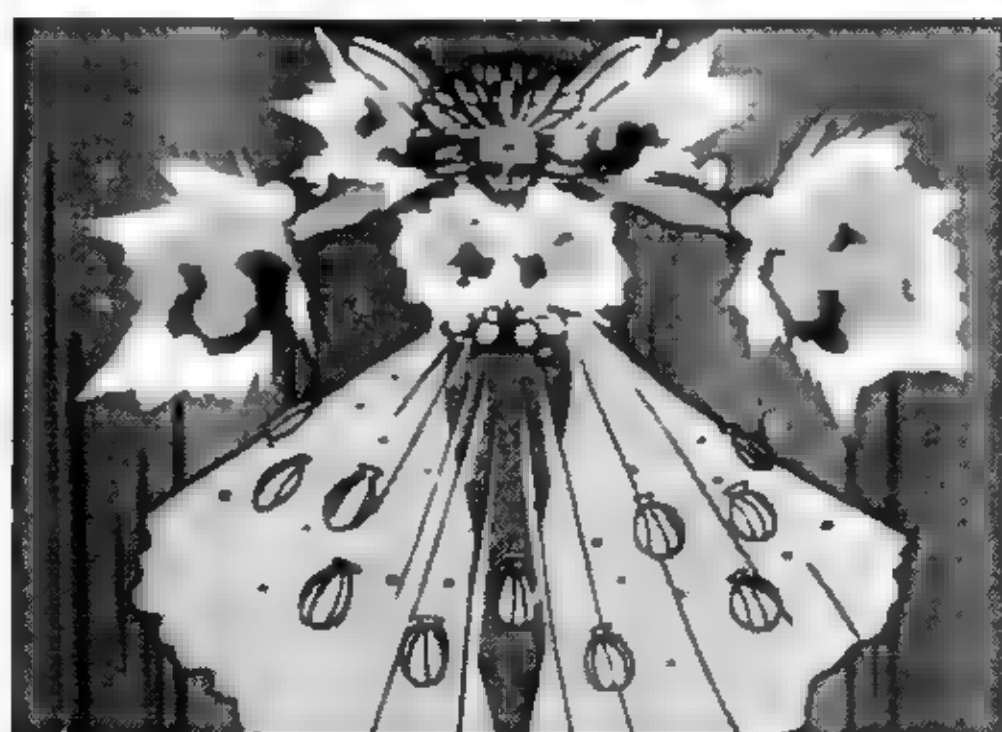
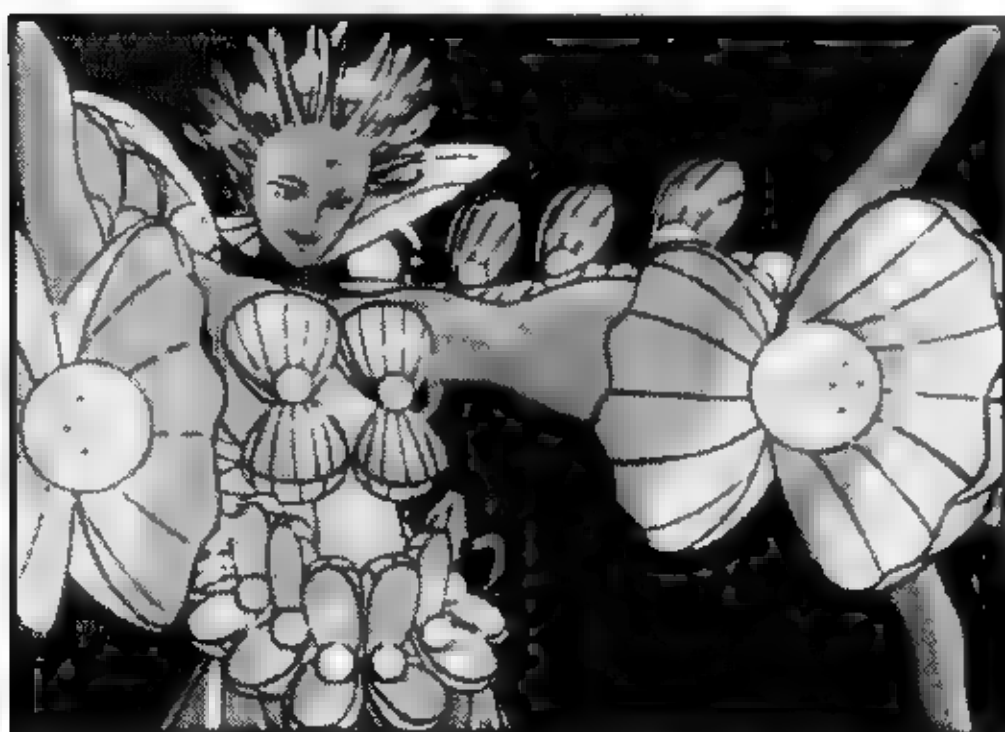
### SIGNIFICANT EVENTS

Polite Society possesses the body of Countess Rose, the headmistress of a finishing school for young ladies. She and Malachite attempt to identify the Moon Princess by observing the girls who apply for the Princess Course at the school. Serena joins the class and the rest of the Scouts crash the final exam, which is a co-ed gala ball. Having failed the exam, Sailor Moon, Sailor Mars, and Sailor Venus confront the yoma, but their attacks are negated by Polite Society's blasts of wax. Tuxedo Mask interrupts the battle and demands that Sailor Moon relinquish the Imperium Silver Crystal. Malachite is infuriated by Darien's interference, and the two begin to argue. Polite Society becomes flustered by the brash argument and Sailor Moon (after determining the yoma is Countess Rose) uses the opportunity to heal her with the Moon Crescent Wand.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Polite Society exhibits the following characteristics:

- Polite Society's wax attacks are powerful enough to cancel any *Senshi* Attack that delivers less than 40 points of damage.
- Polite Society may launch her wax attacks from any shell on her body.
- Victims completely encased in wax are immobile but will be released unharmed once Polite Society is dispelled from her host body.
- Any form of impoliteness, including arguments, improper speech or grammar, etc., easily distracts Polite Society.
- Although loyal to Malachite, Polite Society knows better than to disobey the orders of Queen Beryl's favourite, Darien.



**TOTAL SERVANT ABILITY POINTS 9**      **BODY 3**      **MIND 6**      **SOUL 3**

HEALTH POINTS 40    ENERGY POINTS 50    ACV 6    DCV 4    DAMAGE 30 (melee)

TYPE I    Levitation

TYPE II    Possess a single human

TYPE II    Limited teleportation

TYPE III    Completely encase a target's body in wax

TYPE III    Extra Attacks Neutral Attribute, Level 1 (one extra attack and defense each round)

Weakness    Easily Distracted Defect (impoliteness)

Unique Defect (wax attack does not deliver any damage, but can cancel a *Senshi* Attack)





ENGLISH NAME: Blizzard  
JAPANESE NAME: Burizaa (variation of "blizzard")  
ENGLISH EPISODE: "Ski Bunny Blues"  
JAPANESE EPISODE: "Yuki yo yama yo yuujo yo! Yappari yoma moyo!", Episode #38  
[*"Snow, Mountains, Friendship! Also a Yoma Too!"*]  
TYPE: Negaverse Yoma, Moderately Powerful Servant  
MASTER: Malachite  
OPPONENTS: Sailor Moon, Sailor Mars, Tuxedo Mask, Chad  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Blizzard is a 6 foot-tall, purple-skinned humanoid. She has long, blue hair, pointed ears and fangs, and wears a snowman bikini. The faces on each of the three snowmen smile or frown to reflect Blizzard's current mood. Her blue tights and sleeves have snowball cuffs, and she also wears little snowman earrings.



### SIGNIFICANT EVENTS

Malachite and Blizzard sabotage a popular skiing race to try to discover Sailor Moon's true identity. Blizzard uses her powerful control over ice and snow to cause an avalanche. She creates a huge fissure in the course in which she traps Raye and Serena. Chad attempts to rescue the two girls but is encased in ice by Blizzard. She then demands that Raye reveal herself as Sailor Moon, but soon discovers her mistake when both girls transform into Sailor Scouts. Blizzard creates a spear of ice to attack, but Tuxedo Mask interrupts her. Ignoring Darien's orders to leave Sailor Moon in one piece, Blizzard melds into the surrounding ice and then attacks the Scouts from above. Her ice spear is shattered by Darien's black rose, and Blizzard is confused by his betrayal. Sailor Moon takes this opportunity to dispel Blizzard with "Moon Healing Activation".

### POINTS OF INTEREST

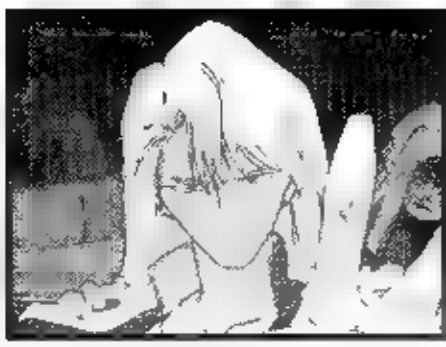
In addition to the Servant Abilities listed below, Blizzard exhibits the following characteristics:

- Blizzard has excellent control over snow and ice, and can create a wide array of structures, from moguls to large crevices. Her powers also allow her to create simple objects (such as spears) out of ice.
- Although she is confused by Tuxedo Mask's commands, Blizzard is completely loyal to Malachite and will follow his orders to completion.
- Blizzard may melt if she is forced to work in a tropical environment.



TOTAL SERVANT ABILITY POINTS 8		BODY 5		MIND 4	SOUL 3
HEALTH POINTS 50	ENERGY POINTS 50	ACV 7	DCV 5	DAMAGE 15 (ice spear) 30 (avalanche)	
TYPE I	Meld into surrounding environment (snow and ice)				
TYPE II	Possess a single human				
TYPE II	Completely encase a target's body within ice				
Type III	Three Levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (snow and ice)				
Weakness	Blizzard is restricted to arctic climates				





**ENGLISH NAME:** Misha, Janelle  
**JAPANESE NAME:** Misha, Janerin  
**ENGLISH EPISODE:** "Ice Princess"  
**JAPANESE EPISODE:** "Yoma to pea? Hyojo no joo Mako-chan!", Episode #39  
 ["A Pair With the Yoma? The Queen on Ice, Mako-chan!"]  
**TYPE:** Mind-Controlled Humans  
**MASTER:** Malachite  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask, Malachite  
**FATE:** Healed by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

Misha and Janelle's yoma forms are almost identical to their human ones. Their bodies retain all the same human features, only the colouration of their skin and hair changes. Misha's hair turns green, and his skin becomes pasty white. A black tuxedo with a lined, split black cape replaces his original outfit. Janelle's hair changes to blonde with a blue streak, and her skin also becomes pasty white. Janelle's new outfit is a red halter-top, and tight red shorts with a white frill. She also sports blue earphones and a red headband with antennae. Misha and Janelle both develop long spikes that extend from their elbows.

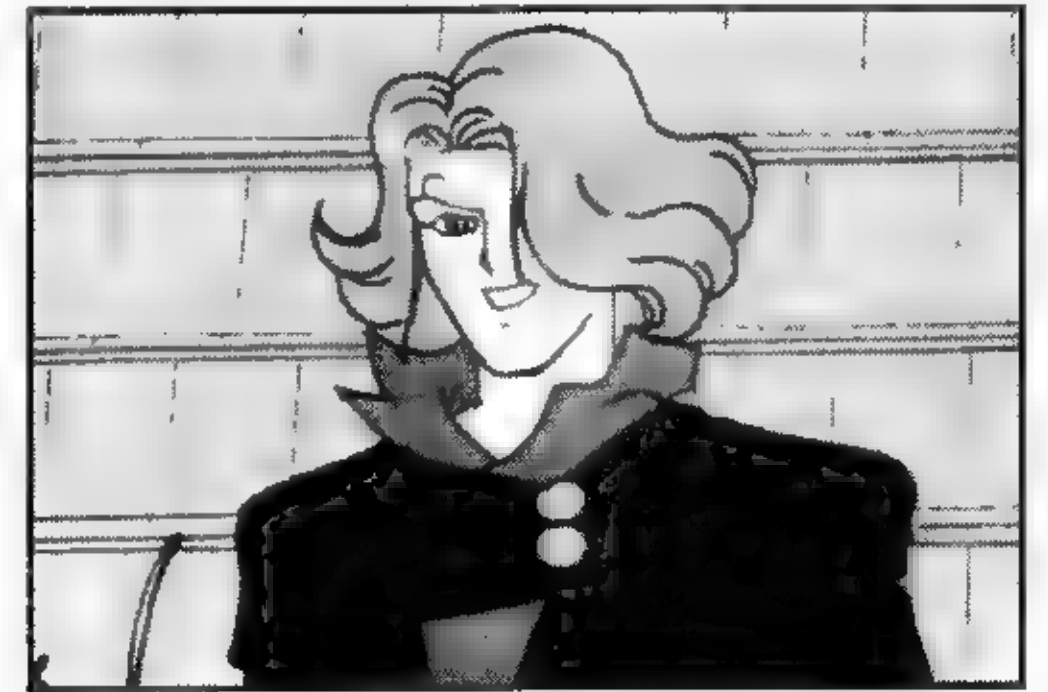
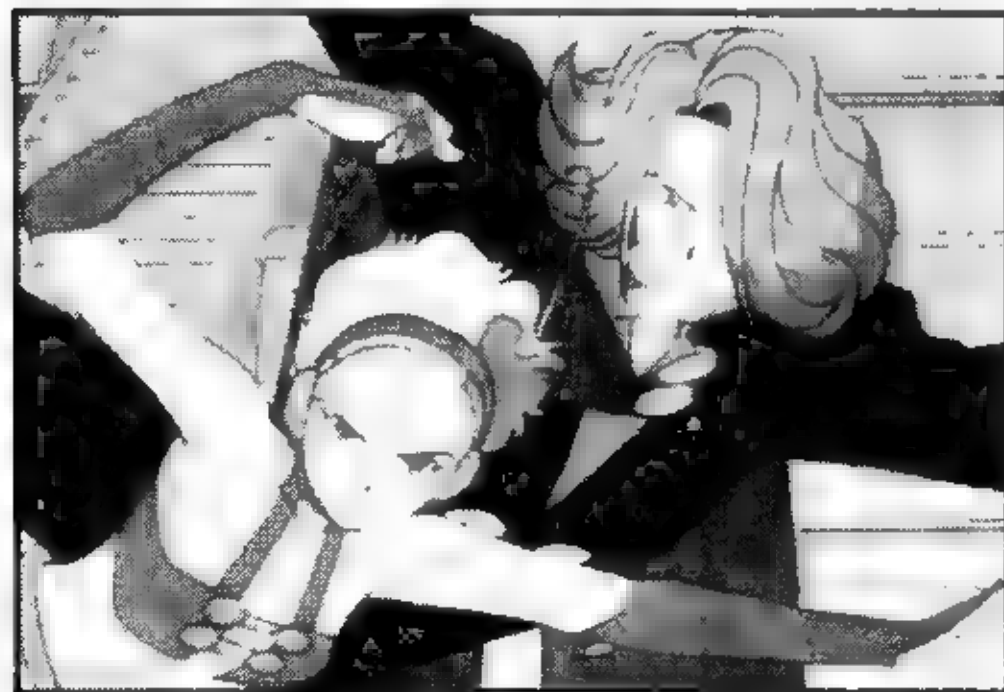
### SIGNIFICANT EVENTS

Malachite controls the minds of two Olympic skaters, Misha and Janelle, and infects them with negative energy. He orders the skaters to discover Sailor Moon's true identity by analyzing the skating abilities of young women from the city. To accomplish this, Misha and Janelle hold free lessons at a local arena. The Scouts decide to attend and although she was once a wonderful skater on the Moon, Serena cannot keep herself upright on the rink. Lita proves to be a wonderful skater and Misha mistakes her for Sailor Moon. Janelle is furious about the amount of attention he is giving Lita, and the negative energy within her changes Janelle into her yoma form. She nearly attacks Misha, but at the last minute he also changes form. They both attack Lita with spectacular kicks and spins. Tuxedo Mask, Sailor Moon, and the other Scouts arrive to battle Malachite's servants. Sailor Jupiter momentarily stops Misha and Janelle with "Jupiter Thunder Crash". Sailor Moon heals the skaters of their negative energy with "Moon Healing Activation", after which Janelle and Misha remember nothing of their ordeal.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Misha and Janelle exhibit the following characteristics:

- Misha and Janelle can be considered Weak Servants but they are not true yoma, and thus have no special powers. They can attack with their skates or the spikes on their upgraded skating outfits.
- When filled with negative energy, Misha and Janelle become very jealous, and may attack each other if one thinks the other is threatening their partnership.



**TOTAL SERVANT ABILITY POINTS 5      BODY 5      MIND 3      SOUL 3**

HEALTH POINTS 10    ENERGY POINTS 10    ACV 5/7    DCV 3    DAMAGE 5 (skates/spikes)

**TYPE I** | Acrobatics Neutral Attribute, Level 2  
**TYPE I** | Focused Combat Neutral Attribute, Level 2 (melee combat while skating)  
**TYPE I** | Fortified Body Neutral Attribute, Level 2

**Weakness** | Incredibly jealous





ENGLISH NAME: None given  
JAPANESE NAME: None given  
ENGLISH EPISODE: "Last Resort"  
JAPANESE EPISODE: "Mizuumi no densetsu yokai! Usagi kazoku no kizuna!", Episode #40  
["The Legend of the Lake Monster! Usagi's Family Tie!"]  
TYPE: Water Sprite; Moderately Powerful Monster  
MASTER: None  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask, Kenji Tsukino  
FATE: Healed by Sailor Moon ("Moon Healing Activation")



### PHYSICAL APPEARANCE

This water sprite normally appears as a beautiful human woman, but when consumed by jealousy and rage she turns into a monstrous serpent over 10 feet long. The serpent has a human torso with a long snake's tail that is covered in blue and yellow scales and ends in a ball of spikes. The monster has curly pink hair, green skin, pointed ears, and a mouth full of sharp teeth. She also has two green fins instead of ears, and yellow eyes similar to a cat's. She wears a blue, scaled bikini top, and hisses as she speaks.

### SIGNIFICANT EVENTS

Once upon a time there was a young woman who fell in love with a young man in her village. However, a water sprite, which lived in a lake close to the village, also loved the young man. Anger and jealousy consumed this sprite when she saw the couple together. Her feelings were so strong that they changed the water sprite into a monster, and she attacked the village. The young couple used the power of their love to seal the monster within the lake. There she stayed until a Prince freed the sprite to try to force her to serve his evil queen. The sprite ignored the Prince and attacked the Moon Princess who looked like the young woman who had stolen the sprite's love so many years ago. The Princess and her Guardians fought valiantly against the monster, but could not defeat her since the sprite's body regenerated when it was destroyed. One of the Guardians, the Priestess of Fire, managed to hold the sprite in place with the power of an ancient scroll, and a ring of fire. Only then was the Moon Princess able to use her sacred artifact, the Crescent Moon Wand, to heal the sprite of her jealousy. The End.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, the Water Sprite exhibits the following characteristics:

- The sprite has no association with the Negaverse, but she does have a very strong aura of negative energy. People with Supernatural Training can detect this aura.
- The sprite's driving goal is to kill the two lovers who betrayed her, and she will attack anything that gets in the way of this goal. She is impossible to calm without Mind Control.
- The sprite's powerful soul, coupled with her negative energy, will regenerate her body whenever she is destroyed.
- Once the negative energy is removed from the sprite, she returns to her natural form and her spirit disperses into the air.



**TOTAL SERVANT ABILITY POINTS 8**

**BODY 8**

**MIND 2**

**SOUL 6**

HEALTH POINTS 30 ENERGY POINTS 30 ACV 6 DCV 4 DAMAGE 10 (explosive breath), 60 (spiked tail)

**TYPE I** Create small explosions that cause minimal damage (explosive breath)

**TYPE I** Strong Soul Neutral Attribute, Level 1

**TYPE II** Super Strength (Body Stat +3, Damage Value +30 for melee)

**TYPE II** Fly (without wings)

**Type III** Will return to true form after being destroyed

**Weakness** , Phobia (fire)





**ENGLISH NAME:** None Given  
**JAPANESE NAME:** Papion (variation of "papillon", the French word for "butterfly")  
**ENGLISH EPISODE:** Deleted  
**JAPANESE EPISODE:** "Sailor Venus no kako, Minako no hiren!"  
["Sailor Venus's Past, Minako's Tragic Love!"]  
**TYPE:** Negaverse Yoma; Strong Servant  
**MASTER:** Kunzite  
**OPPONENTS:** Sailor Moon, Sailor Venus, Luna, Artemis  
**FATE:** Dispelled by Sailor Moon ("Moon Healing Escalation")

### PHYSICAL APPEARANCE

Papion is a strange mixture of a human and a butterfly. Two large, yellow, butterfly wings extend from the sides of her human head, antennae sprout from her forehead, and a purple, insectal abdomen juts out from her back. Additionally, Papion has both normal human eyes and, just above her antennae, two black compound eyes. She stands six feet tall, has a human body, and wears a green, long-sleeved, leotard with thigh-high green boots, and a golden locket. Her hair is purple.



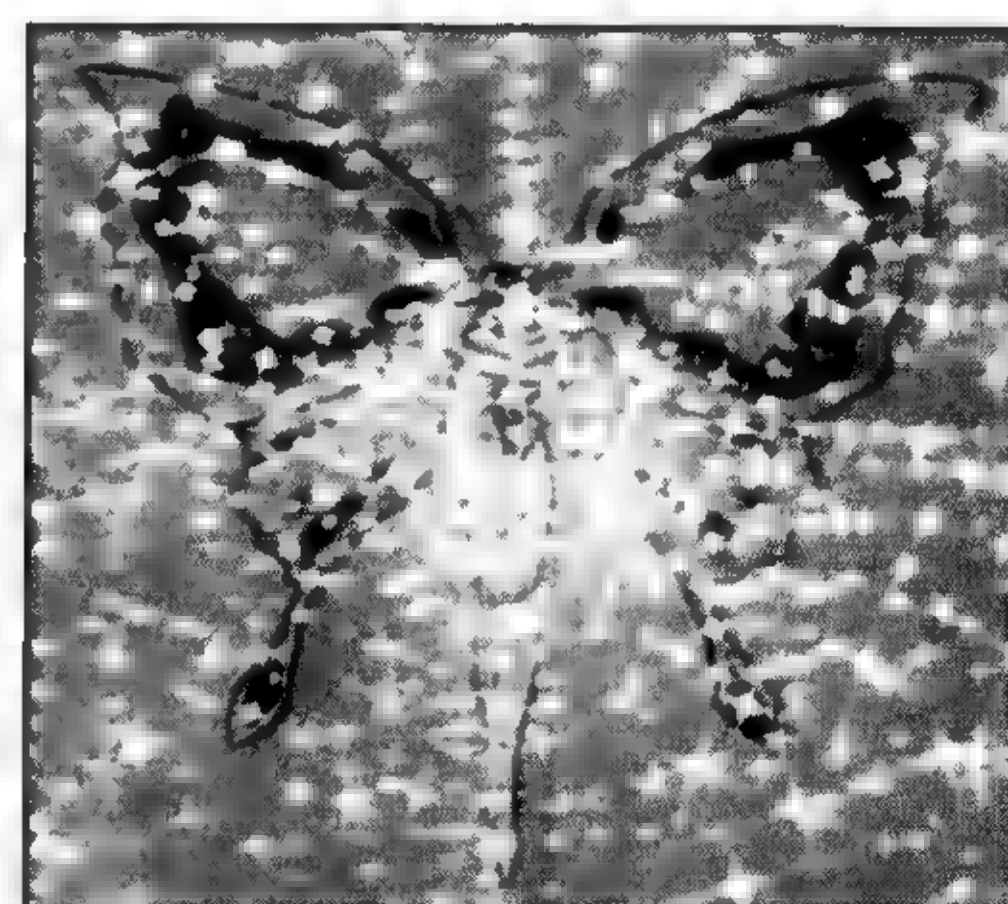
### SIGNIFICANT EVENTS

Kunzite discovers that an Interpol agent, named Katrina, was once friends with Sailor Venus (as Sailor V). He brainwashes Katrina and orders her to find Sailor Venus and discover the true identities of the Sailor Scouts. After Katrina's first failure to uncover the information, Kunzite turns her into the yoma, Papion. She captures Sailor Venus and holds her immobile in a swarm of butterflies. Luna and Artemis attack Papion while Usagi helps Sailor Venus escape. When Papion recovers from the attack she chases after her prey. Sailor Moon prepares to destroy Papion with her "Moon Tiara Action", but Sailor Venus recognizes the monster's locket as a present she gave to Katrina for her birthday. Sailor Moon dispels Papion with "Moon Healing Activation" and Katrina returns to her normal self.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Papion exhibits the following characteristics:

- Papion says she has studied Sailor Venus's attacks and has learned how to become immune to them.
- Papion's butterfly swarm will hold a victim immobile in mid-air and cause 30 points of damage each round.



### TOTAL SERVANT ABILITY POINTS 11

**BODY 6****MIND 5****SOUL 4**

HEALTH POINTS 60

ENERGY POINTS 50

ACV 6

DCV 4

DAMAGE 10 (axe), 30 (butterfly swarm)

**TYPE I** Shapeshift a body part into a single alternate form (arm into axe)**TYPE I** Speed Neutral Attribute, Level 2**TYPE II** Fly (with wings)**Type III** Completely encase a target's body within an object (butterfly swarm)**Type III** Immunity to any single Sailor *Senshi* Attack ("Crescent Beam")**Weakness** None known





ENGLISH NAME: Ninjana  
JAPANESE NAME: Oniwabandana ("oni" means demon; possibly "demon bandana")  
ENGLISH EPISODE: "Fractious Friends"  
JAPANESE EPISODE: "Usagi ga koritsu? Sailor Senshi tachino ogenka!", Episode #43  
["Usagi Going Alone? The Sailor Warrior's Big Fight!"]  
TYPE: Negaverse Yoma, Strong Servant  
MASTER: Malachite  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
FATE: Dispelled by Sailor Moon ("Moon Healing Activation")

### PHYSICAL APPEARANCE

Ninjana is a sinister and mysterious figure. A mask covers her nose and mouth, and her black body suit has a diamond shaped opening at the midriff. She also wears boots and black, finger-less gloves. The only colour in her outfit is orange from the bandannas she wears around her forehead and her leg. Her light-brown hair is tied back in a ponytail, which is so long that it nearly touches the ground.

### SIGNIFICANT EVENTS

Malachite sends Ninjana to spy on the Sailor Scouts. She discovers that they are fighting among themselves, and want Sailor Moon to step down as their leader. Ninjana possesses the body of well-known news reporter, Nancy Vargus, who receives a letter from Sailor Moon explaining that she wants an interview with the reporter to talk about leaving the "hero business". Ninjana promptly shows the letter to Malachite and they plan a trap to relieve Sailor Moon of the Imperium Silver Crystal without the interference of the other Scouts. Sailor Moon arrives for the meeting, but does not fall for the trap. Ninjana uses her headband as a whip and captures Sailor Moon in a suffocating neck hold. "Mars Fire Ignite" destroys the whip and the Scouts rescue Sailor Moon. Ninjana unsheathes a large sword, and creates four clones of herself. Sailor Mars blankets the area in fire, which distracts Ninjana and causes her clones to disappear. Sailor Moon dispels Ninjana by using "Moon Healing Activation".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Ninjana exhibits the following characteristics:

- Ninjana can create no more than 4 clones of herself. They are not illusions and require only 10 points of damage to destroy.
- Ninjana can create pictures on small pieces of paper of what she has seen. She must place her right thumb on her left index finger and her left thumb on her right index finger, which forms a box in front of her eye, which creates the picture.
- Ninjana may use her headband as a whip to grasp nearby objects. 10 points of damage will destroy the whip.
- Ninjana has a snide sense of humour, and enjoys a good working relationship with Malachite, who describes her as "one of the Negaverse's best agents".



TOTAL SERVANT ABILITY POINTS 13		Body 5		MIND 6	SOUL 4
HEALTH POINTS 60		ENERGY POINTS 60		ACV 7	DCV 5
		DAMAGE 10 (shurikens), 20 (sword)			
TYPE I	Meld into surrounding environment				
TYPE I	Use telekinesis to move small objects				
TYPE I	Levitation				
TYPE I	Acrobatics Neutral Attribute, Level 3				
TYPE I	Fire or shoot shuriken short distances				
TYPE II	Possess a single human				
TYPE II	Create a small amount of inanimate matter (photographs)				
TYPE II	Create duplicate copies of herself (not illusions, up to 4)				
Weakness	None known				





**ENGLISH NAME:** The Doom and Gloom Girls I-V  
**JAPANESE NAME:** D.D. Girls  
**ENGLISH EPISODE:** "Day of Destiny"  
**JAPANESE EPISODES:** "*Sailor Senshi shisu! Hiso naru saishuusen!*", Episode #45  
 ["*The Tragic Last Battle! Death Of Sailor Warriors!*"]  
**TYPE:** Negaverse Yoma, Very Strong Servants  
**MASTER:** Queen Beryl  
**OPPONENTS:** Sailor Moon, Mercury, Mars, Jupiter, and Venus  
**FATE:** I and II destroyed by Sailor Mars ("Mars Fire Ignite")  
 III destroyed by Sailor Venus ("Venus Crescent Beam Smash")  
 IV and V destroyed by Sailor Jupiter ("Jupiter Thunder Crash")

### PHYSICAL APPEARANCE

The appearance of the Doom and Gloom Girls is deceiving. Their initial forms are that of attractive young women with exotic features. They each possess the long wings of a dragonfly and the feathered antennae of a moth. Their legs and arms appear furry, but the ridges on their calves and forearms are indications of tough, armoured skin.

Doom and Gloom Girl I is the leader of the group. She has light-blue skin and long blonde hair. She wears blue pumps, and a dark blue, one-piece body suit that is slit from her chest to her midriff with a high, blue collar, and white cuffs around her wrists. Her golden armband and tiara are her symbols of leadership.

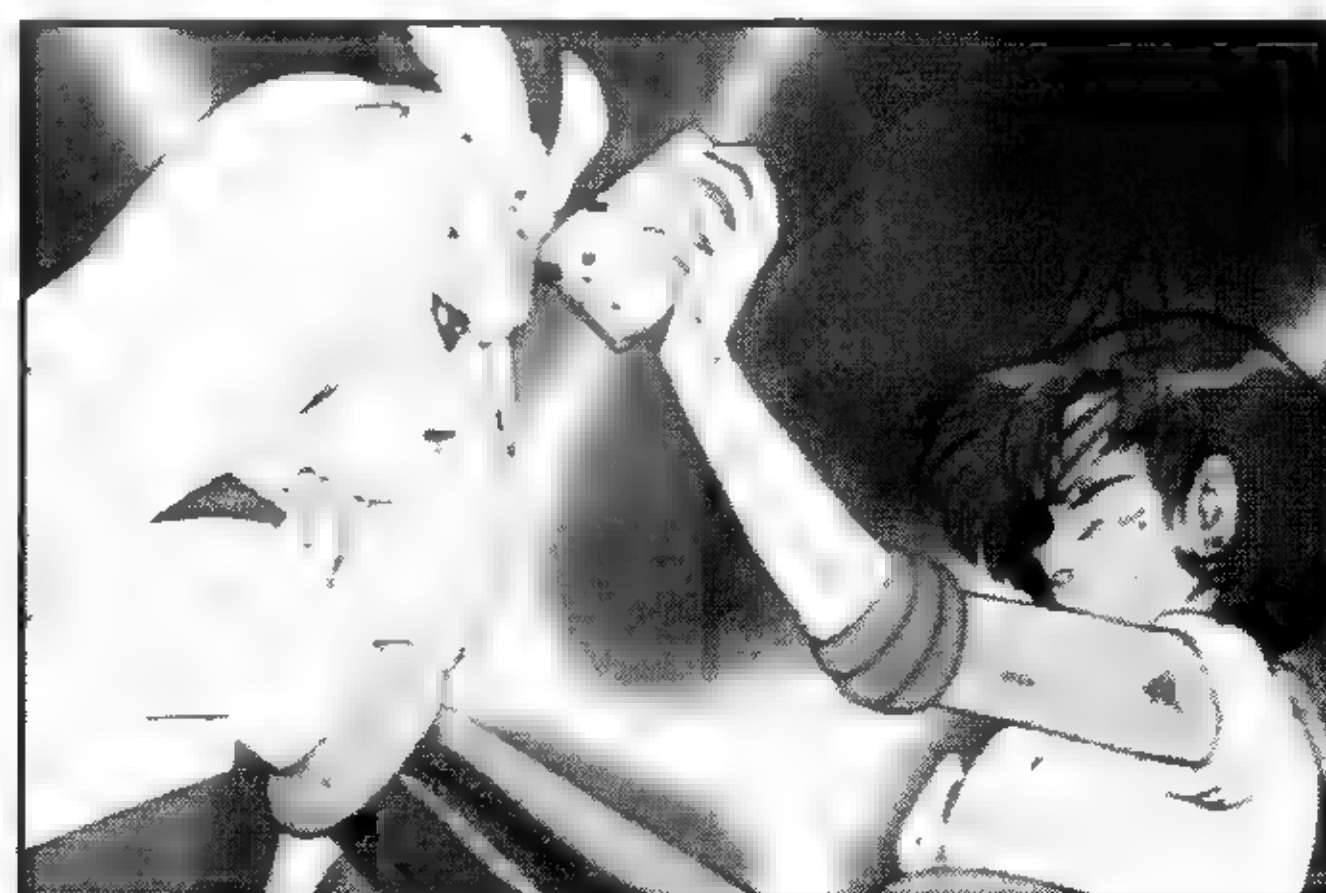
The other four Doom and Gloom Girls wear two-piece body suits and the same collars, cuffs, and pumps as their leader, but their colouring differs. Number II has long, black hair, green skin and a dark-green bikini. Number III has curly, short, brown hair, pink skin, and a red bikini. Number IV wears a blue bikini, and has purple skin with wavy, brown hair. Number V has orange skin, long, light-brown hair, and a brown bikini.

When a Doom and Gloom Girl is angry or afraid, their human pretense is dropped and their insectoid heritage becomes apparent. Their eyes grow to twice their normal size, and become an opaque black. Their mouth juts forward into a muzzle, and fills with sharp teeth and fangs.

### SIGNIFICANT EVENTS

The Sailor Scouts determine the base of operations of the Negaverse, and teleport themselves to the Arctic Circle to confront Queen Beryl on her own ground. The Doom and Gloom Girls volunteer to meet the Scouts, and Queen Beryl agrees to send them to destroy her enemies. The Girls first use their powers to create an illusion of Tuxedo Mask hanging in chains, pleading to Sailor Moon for help. The Scouts drag Sailor Moon away from the trap while Sailor Jupiter stands guard. The yoma change the illusion to show a badly beaten Andrew, and Jupiter hesitates to follow her friends. Just as Sailor Jupiter decides it is a trick, vines shoot forth from Andrew's stomach, and all five Doom and Gloom Girls lift the entangled Sailor Jupiter into the air. As the Girls proceed to blast the bound Scout with Nega-energy, Sailor Jupiter summons her will, and gathers all her energy to release a tremendous blast of electricity. The explosion destroys two of the Doom and Gloom Girls, but Sailor Jupiter dies soon after, having expended all her energy.

Sailor Mercury detects another figure on the horizon, and leaves the remaining Scouts to investigate. She finds Greg suspended by his arms, but her computer informs her it is merely an illusion. Suddenly, a huge wave of illusionary lava rushes towards her, but she manages to freeze it with her "Mercury Bubbles Blast". The remaining three Doom and Gloom Girls erupt from the hardened lava and combine their powers to send forth another ball of molten rock. Desperately, Sailor Mercury creates a huge bubble to shield herself from the lava, but she is attacked and entangled by the Gloom Girls' vines. She uses her computer to smash the illusion-forming tiara of the leader, but soon after dies alone on the Arctic wastes.







The Doom and Gloom Girls continue to hunt the remaining Scouts by tunneling through the ground. Their plan to attack Sailor Moon from beneath fails when Sailor Venus knocks the Princess out of the way of the advancing vines. Sailor Venus is captured and dragged by the vines into a stone chasm that opens beneath her. She manages to use her "Venus Crescent Beam Smash" to destroy one of the Gloom Girls, but she dies in the resulting explosion.

Sensing that it is Sailor Moon's fate to confront Queen Beryl alone, Sailor Mars leaves to fight the remaining Doom and Gloom Girls. She attempts to attack with her "Mars Fire Ignite" but the Girls are too fast, and they fly past Sailor Mars right into the rocky ground. The ground erupts into a stony maw, which swallows the surprised Sailor Scout.

A flash of fire and light flare up within the mountain of stone, and another Gloom Girl is destroyed. The leader emerges with Sailor Mars's body entangled in her vines. She drops the Scout to the ground and prepares to attack Sailor Moon. With the last of her strength, Sailor Mars grasps one of the vines hanging above her head and sets it on fire. The leader of the Doom and Gloom Girls is engulfed in flames, as Sailor Mars dies beneath her. Sailor Moon is left alone to confront Queen Beryl and the Negaforce.

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, the Doom and Gloom Girls exhibit the following characteristics:

- The Doom and Gloom Girls' armoured skin not only makes them immune to non-magical weapons, but allows them to fly through lava and solid stone unharmed.
- The Girls can use their Combined Attacks to increase their Elemental Control abilities and create effects such as animated rock. For each *yoma* participating, the group's Elemental Control will increase by 1 Level. For example, if three Girls combine their attacks, their Elemental Control will be equivalent to Level 4.
- After the explosions that result in the death of the Scouts and the Gloom Girls, beautiful crystalline towers and structures arise from the ground. The bodies of the Scouts are often partially encased in the crystal, but there are no remains of the Doom and Gloom Girls. It is unclear if the crystal structures are a part of the Gloom Girls' power, or are created from the huge amounts of negative and positive energy that have been released.
- Although they are exceedingly powerful, the Doom and Gloom Girls' major strength is found in their teamwork. It is by working together that they are able to succeed where so many other *yoma* have failed.



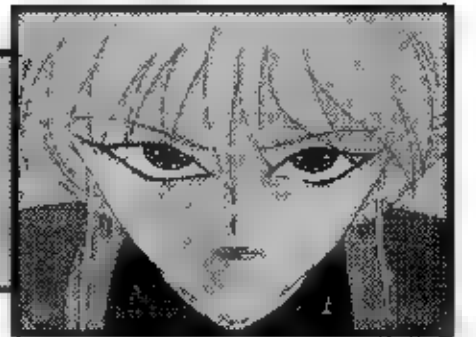
TOTAL SERVANT ABILITY POINTS 19		Body 7		MIND 5	SOUL 4
HEALTH POINTS 75		ENERGY POINTS 100		ACV 8	DCV 6
		DAMAGE 10 (Negaverse attack) 50 (Elemental attack)			
TYPE I	Armoured Skin that cannot be pierced by non-magical weapons				
TYPE I	Combined Attacks <i>Senshi</i> /Knight Sub-Attribute, Level 3				
TYPE II	Fly (with wings)				
TYPE II	Limited-range teleport				
Type III	Completely encase a target's body in vines				
Type III	Create believable illusions for 5-10 people				
Type III	3 Levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (stone, ice)				
Type III	Negaverse Attack Negaverse Sub-Attribute, Level 1 (10 points of Damage each round)				
Weakness	Item Dependency Defect (The leader of the Doom & Gloom Girls requires her Tiara to create illusions)				



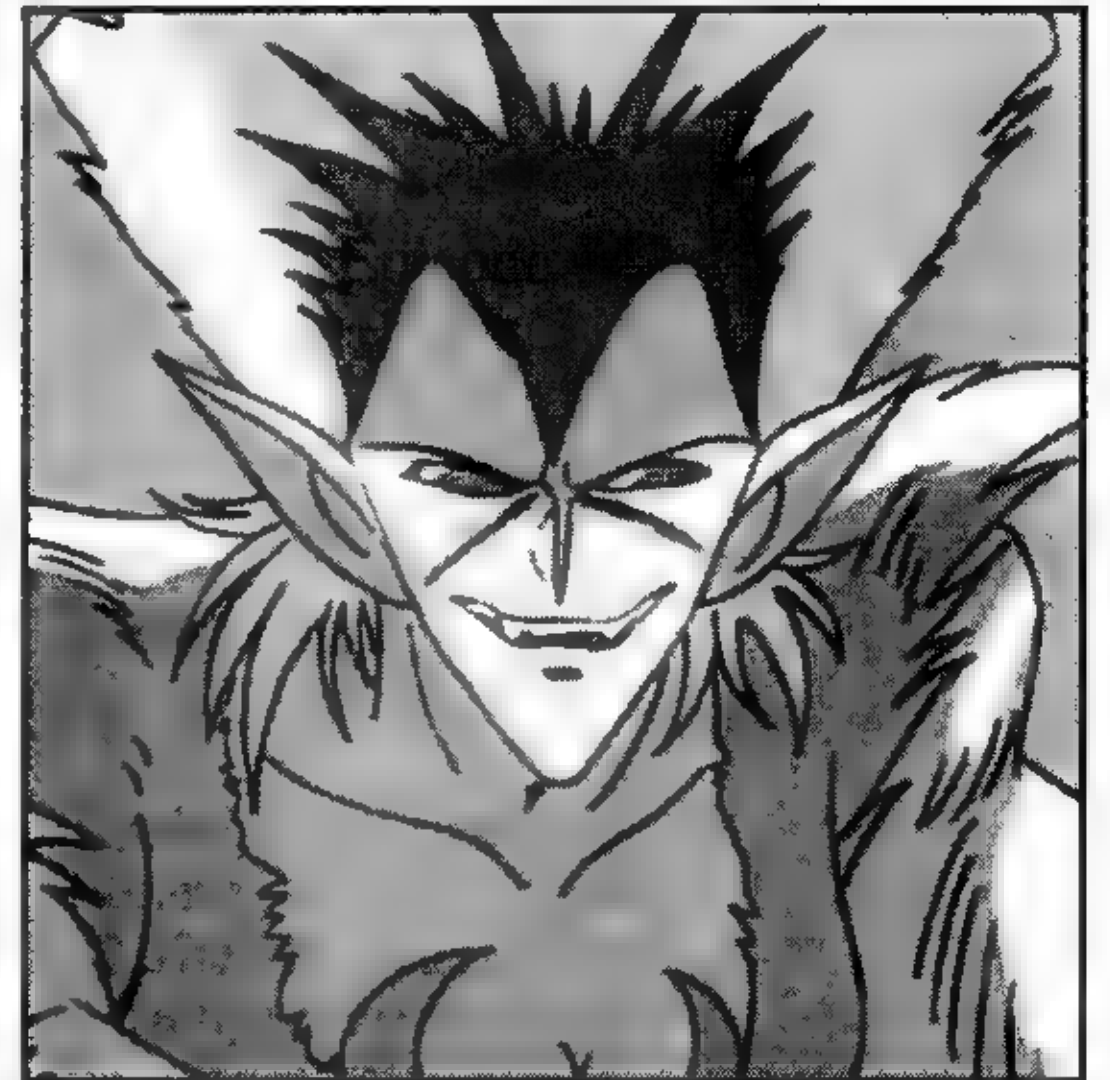
# Cardians







ENGLISH NAME: Vampeal  
JAPANESE NAME: Vanpiru (variation of "vampire")  
ENGLISH EPISODE: "The Return of Sailor Moon"  
JAPANESE EPISODE: "Moon hukkatsu! Nazono eirian shutsugen!", Episode #47  
[*"Moon Revives! The Mysterious Alien Appears!"*]  
TYPE: Cardian; Moderately Powerful Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Luna, Artemis  
FATE: Destroyed by Sailor Moon ("Moon Tiara Magic")



### PHYSICAL APPEARANCE

Vampeal is a monstrous flower cardian. She has a muscular build, purple skin, and blue hair that stands straight up from her head. Vampeal has light-green eyes, pointed ears, fangs, and her left arm ends in a large flower instead of a hand. The red petals of the flower can open to reveal long, yellow stamens, or a fanged mouth. Vampeal wears a leafy, green body suit with matching leggings.

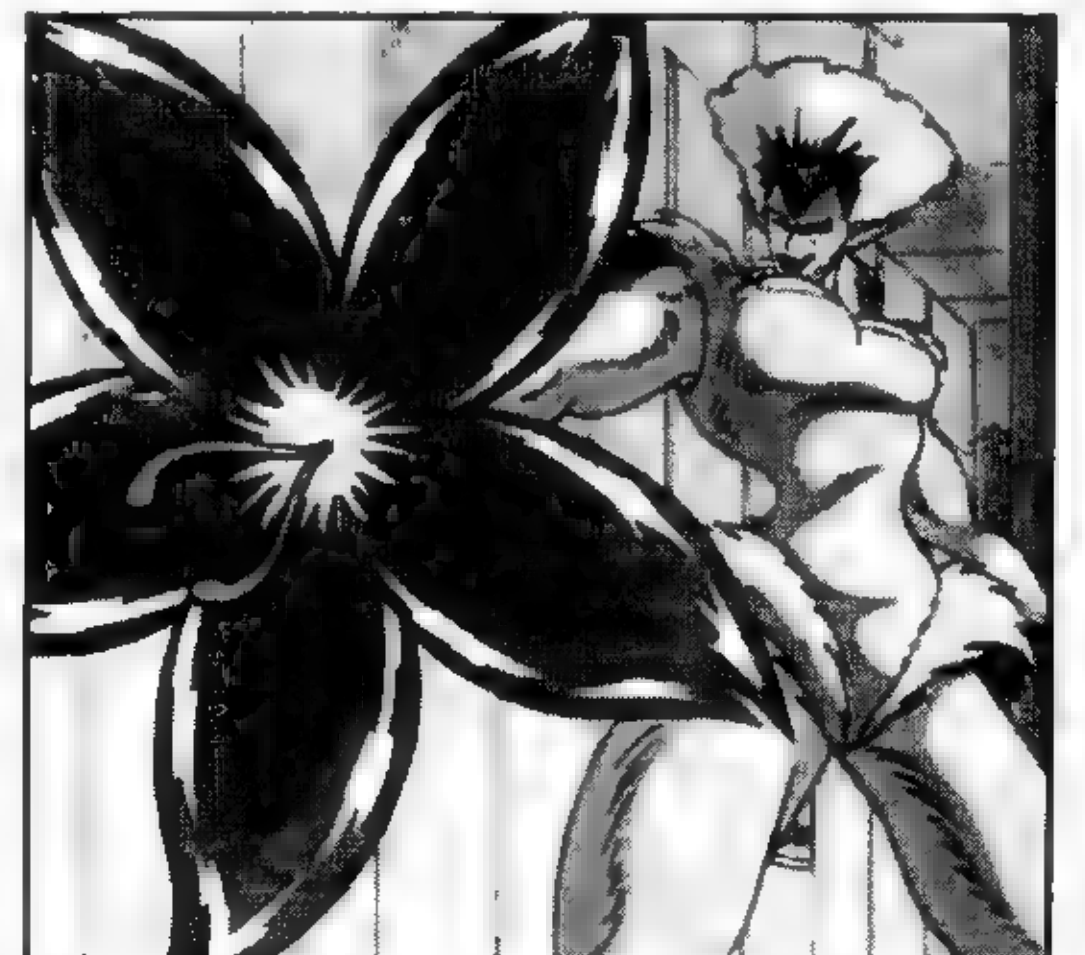
### SIGNIFICANT EVENTS

Alan and Ann send the cardian, Vampeal, to collect the energy of young girls for the Doom Tree. When Vampeal attacks Molly, Serena rushes to her friend's aid, but she loses most of her energy to the cardian. Artemis distracts Vampeal, which allows Serena to transform into Sailor Moon. While confronting Vampeal, Sailor Moon is nearly eaten by the fanged mouth of the cardian's flower but, thanks to another timely distraction by Luna and Artemis, she is able to destroy Vampeal with "Moon Tiara Magic".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Vampeal exhibits the following characteristics:

- Vampeal is a very physical cardian. She includes a lot of running, jumping, and tumbling in her attacks.
- Vampeal may use the flower on her arm for two functions: she can extend two energy draining stamens, or she can extend a fanged mouth to bite victims entangled in her stamens.
- Vampeal has an obsession with saying her name over and over again. This is not a weakness, just an annoyance.
- When Vampeal is destroyed, all the energy she has collected is returned to her victims.



TOTAL SERVANT ABILITY POINTS 8		BODY 7		MIND 2	SOUL 3
HEALTH POINTS 30	ENERGY POINTS 30	ACV 6	DCV 4	DAMAGE 30 (fanged mouth)	
TYPE I	Acrobatics Neutral Attribute, Level 2				
TYPE I	Stamens can stretch to great lengths (up to 30 feet)				
TYPE I	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)				
TYPE I	Speed Neutral Attribute, Level 2				

Weakness | None known





ENGLISH NAME: Minotaur  
JAPANESE NAME: Minotaron (variation of "minotaur")  
ENGLISH EPISODE: "So You Want to be in Pictures"  
JAPANESE EPISODE: "Aito seigi ue! Sailor Senshi hutatabi!", Episode #48  
["For Love and Justice! The Sailor Warriors Revival!"]  
TYPE: Cardian; Moderately Powerful Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
FATE: Destroyed by Sailor Mars and Sailor Venus (Combined  
Attack Mars Fire Ignite" and "Venus Crescent Beam Smash")



### PHYSICAL APPEARANCE

Minotaur is half-woman, half-bull. She has the tail, cloven hooves, and large, white horns of a bull, but the head and the body of a human. She has spiky, red-brown hair, blue skin, and glowing red eyes. She wears an orange body suit with two fanged bull skulls as shoulder guards. She also wears a gold ring on an orange choker around her neck, as well as a golden armband.

### SIGNIFICANT EVENTS

Alan and Ann send Minotaur to drain the energy of five young women auditioning to be movie stars at a local studio. Unfortunately for Minotaur, the young women are Amy, Raye, Lita, Mina, and Molly. Raye freezes Minotaur with her "Ofuda Strike", and Lita throws her into the movie set. Minotaur retaliates by draining Molly's energy with her horns before she is confronted by Sailor Moon. Sailor Moon is captured in the cardian's horns, but the Scouts work together to free her. Sailor Jupiter blasts the cardian with "Jupiter Thunder Crash", after which Sailor Mars and Sailor Venus combine their attacks to destroy Minotaur.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Minotaur exhibits the following characteristics:

- Minotaur will often paw the ground with one hoof before she charges at her target.
- Minotaur must trap her victim between her extendible horns before she can drain their energy.
- If she chooses, Minotaur may impale her victims on her horns (30 points of damage) and drain his or her energy at the same time.



**TOTAL SERVANT ABILITY POINTS 6**

**BODY 7**

**MIND 2**

**SOUL 3**

HEALTH POINTS 50 ENERGY POINTS 30 ACV 6 DCV 4 DAMAGE 30 (horns)

**TYPE I** | Acrobatics Neutral Attribute, Level 2

**TYPE I** | Horns can stretch to great lengths (up to 20 feet)

**TYPE I** | Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)

**Weakness** | None known





ENGLISH NAME: None given  
JAPANESE NAME: Faraion (variation of "fur lion")  
ENGLISH EPISODE: "A Knight to Remember"  
JAPANESE EPISODE: "*Shiroi bara wa dareni? Tsukikage no naito tojo!*", Episode #49  
[ "*Who is the White Rose For? Tsukikage no Knight Appears!*" ]  
TYPE: Cardian; Moderately Powerful Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter,  
Sailor Venus, Moonlight Knight  
FATE: Destroyed by Sailor Jupiter ("Jupiter Thunder Crash")



### PHYSICAL APPEARANCE

Faraion is a large, pink lion, complete with tail, fangs, and a puffy, pink mane. He has green eyes, and long, retractable claws. Faraion runs on all fours, but he can also walk on two legs. Although he has some feminine features, Faraion has a deep roar and a distinctly male voice. A glowing, spoked, green wheel hovers near Faraion, and follows him wherever he goes.

### SIGNIFICANT EVENTS

Faraion is sent by Ann and Alan to collect energy from humans. The Sailor Scouts hunt down Faraion after he attacks Lita's friend, Ken. When the Scouts confront Faraion, he uses his exploding breath attack to stop them. Sailor Mars attempts to use her "*Ofuda Strike*" to paralyze the cardian, but Faraion shreds the *ofuda* in midair with telekinesis. The Moonlight Knight helps to turn the tide of the battle by shattering the green, glowing wheel that Faraion uses to collect energy. This momentarily stuns Faraion, but he recovers in time to pounce on Sailor Moon. Sailor Jupiter uses "Jupiter Thunder Crash" to finally destroy the cardian completely.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Faraion exhibits the following characteristics:

- Faraion must use an Energy Wheel to use his Energy Drain Ability. This appears as a slowly spinning green wheel that hovers in the air a short distance from him. Faraion lies on the wheel as it collects energy from a target. The Wheel requires at least 20 points of damage to destroy.
- If Faraion's Energy Wheel is destroyed, the cardian loses half of his remaining HEALTH POINTS and is stunned for 3 rounds.

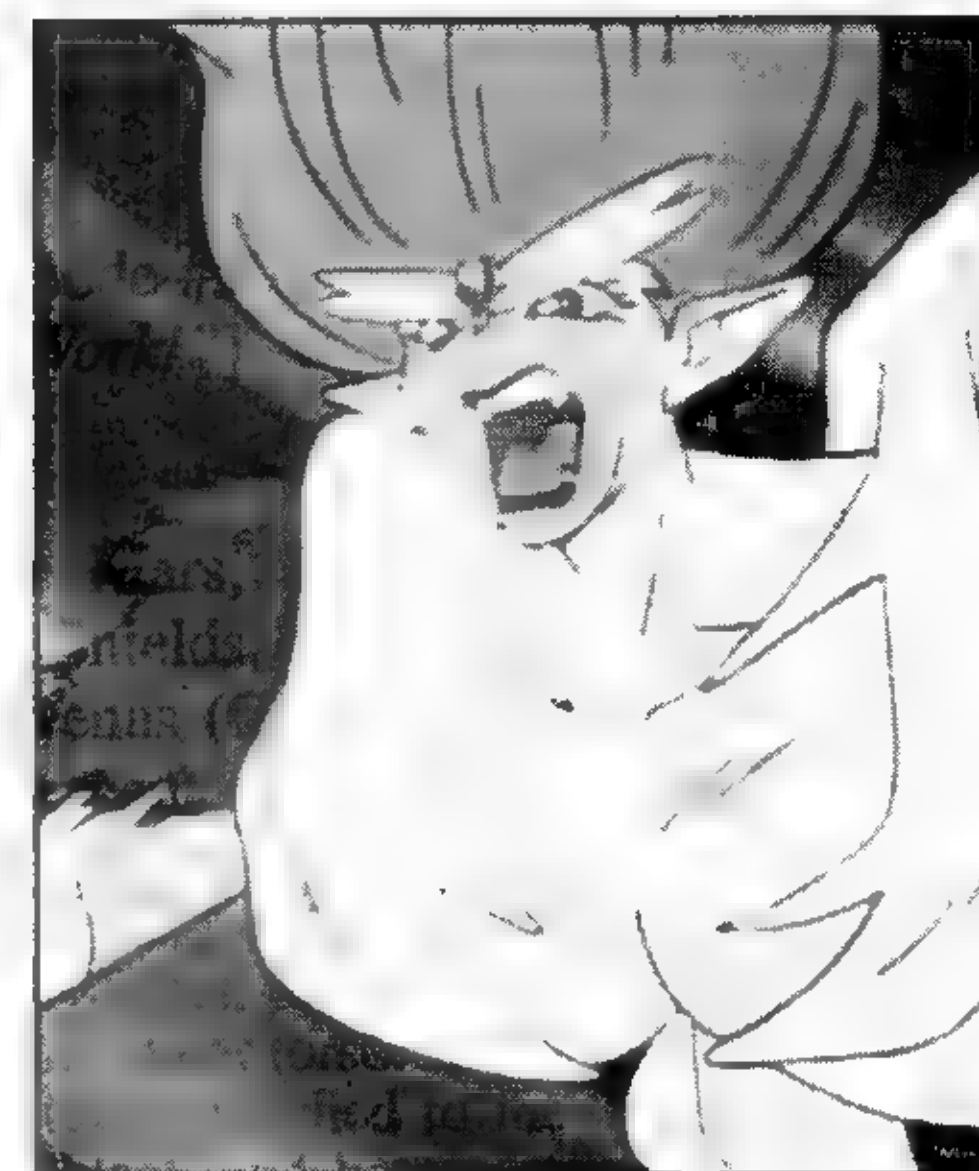


TOTAL SERVANT ABILITY POINTS 7		Body 5		MIND 2		SOUL 5	
HEALTH POINTS 50		ENERGY POINTS 30		ACV 6	DCV 4	DAMAGE 20 (breath weapon) 10 (claw/bite)	
TYPE I	Acrobatics Neutral Attribute, Level 2						
TYPE I	Create small explosions that cause minimal damage (breath weapon)						
TYPE I	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)						
TYPE I	Use telekinesis to move small objects						
TYPE II	Limited-range teleportation						
Weakness	Item Dependency Defect (requires Energy Wheel to drain energy) Achilles Heel (destruction of Energy Wheel causes great pain)						





ENGLISH NAME: Nacrid  
JAPANESE NAME: Heruanto  
ENGLISH EPISODE: "VR Madness"  
JAPANESE EPISODE: "*Usagi no kiki! Tiara sado sezu!*", Episode #50  
[ "*Usagi's Danger! The Tiara Doesn't Work!*" ]  
TYPE: Cardian; Very Strong Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight, Darien Shields, Kenji Tsukino  
FATE: Destroyed by Sailor Jupiter and Sailor Venus (Combined Attack Jupiter Thunder Crash" and "Venus Crescent Beam Smash")



### PHYSICAL APPEARANCE

Nacrid is an 8 foot-tall, green-skinned humanoid. She has yellow eyes, pointed ears, and sharp fangs. Three tentacles protrude from her head, as well as four from her torso. She wears a furry, brown body suit that is slit down the middle, with white tubes attached to the top. Nacrid also wears dark-brown boots and wristbands. She has a black and brown striped insectoid abdomen that complements her bizarre appearance.

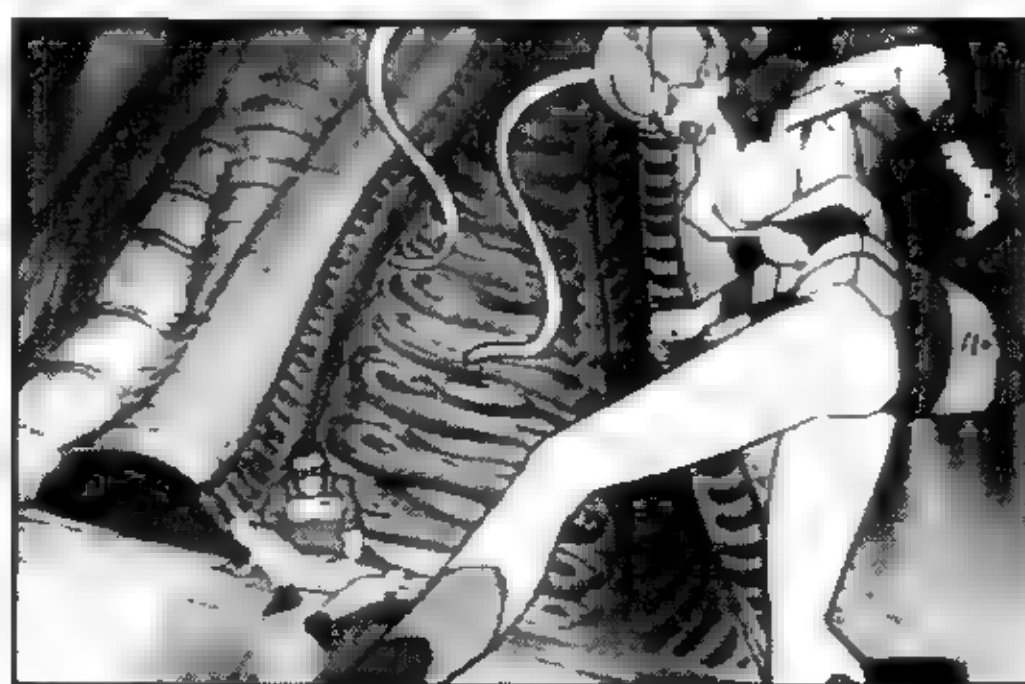
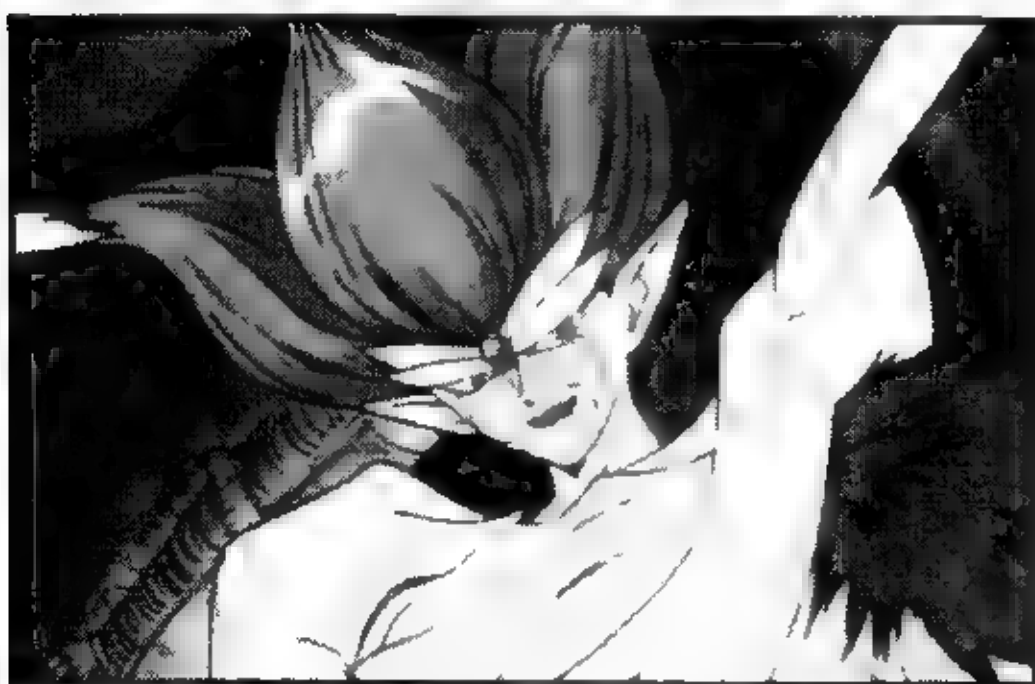
### SIGNIFICANT EVENTS

Ann and Alan place Nacrid in the middle of a Virtual Reality arcade and command her to drain the energy from all the players in the game. When she attacks Sammy and Kenji Tsukino, Serena confronts Nacrid as Sailor Moon. However, much to Sailor Moon's dismay, her Moon Tiara has no affect on Nacrid. Darien and Kenji attack the monster themselves, but Nacrid easily captures Kenji in her tentacles, and knocks Darien unconscious. The Moonlight Knight arrives to aid in the battle, but only manages to cut off three of Nacrid's tentacles before being captured himself. The other Scouts appear, and Sailor Mars burns through the remaining tentacles using "Mars Fire Ignite". Sailor Jupiter and Sailor Venus destroy Nacrid using a combined attack of "Jupiter Thunder Crash" and "Venus Crescent Beam Smash".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Nacrid exhibits the following characteristics:

- Nacrid may use her tentacles to entangle individual targets, or she may combine her three head tentacles into a whip (30 points of damage).
- Nacrid usually uses her tentacles offensively. She rarely attacks by any other means.
- Nacrid gains up to four extra attacks when using her tentacles.
- Each of Nacrid's tentacles require 10 points of direct damage to sever, and cannot regenerate once they are cut.
- The colour of Nacrid's blood is dark purple-blue.
- When Nacrid is destroyed, all the energy she collected is returned to her victims.



**TOTAL SERVANT ABILITY POINTS 18**

**BODY 7**

**MIND 5**

**SOUL 3**

HEALTH POINTS 40

ENERGY POINTS 80

ACV 8

DCV 4

DAMAGE 30 (whip)

<b>TYPE I</b>	Tentacles can stretch to great lengths (up to 20 feet)
<b>TYPE I</b>	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)
<b>Type III</b>	Ignore 30 Damage Points from a Sailor <i>Senshi</i> Attack
<b>Type III</b>	Extra Attacks Neutral Attribute, Level 4

**Weakness** Soul Stat is 3 points lower than normal





ENGLISH NAME: Racy  
JAPANESE NAME: Reeshii (variation of "racy")  
ENGLISH EPISODE: "Cherry Blossom Time"  
JAPANESE EPISODE: "Atarashiki henshin! Usagi pawaa appu!", Episode #51  
[*"The New Transformation! Usagi Powers Up!"*]  
TYPE: Cardian; Very Strong Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Artemis  
FATE: Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Racy appears as a 6 foot-tall, female humanoid with blue skin, and dark-blue hair. She wears a purple kimono, with a red belt and collar. Her legs are intertwined with tree roots, and end with a gnarled ball of wood instead of feet. When Racy is angry or excited, her face shapeshifts into that of a monstrous cat, with fangs and green eyes. Racy also has long claws that grow out of her fingertips.

### SIGNIFICANT EVENTS

Ann and Alan send Racy to steal energy from people who are gathered in a public park. Racy drains the energy of Molly, Melvin, and Miss Haruna, which causes Amy, Raye, Lita and Mina to investigate. Racy traps the four girls in beams of light that drain their energy before she is confronted by Sailor Moon. "Moon Tiara Magic" has no effect on the cardian, which allows Racy to tackle Sailor Moon and pin her to the ground. Serena realizes she cannot fight such a powerful cardian, nor can she save her friends. Thus she loses her will and confidence to be the Champion of Justice and transforms back into a regular schoolgirl. Racy sends Serena into a deserted, alternate dimension, and melds the rest of the Scouts into a cherry tree. Racy is very surprised by Sailor Moon's dramatic reappearance, and she is destroyed by "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Racy exhibits the following characteristics:

- Racy has an evil aura that can be detected by people with Supernatural Training.
- Racy must have eye contact with her victims to paralyze them or transport them to another dimension.
- Racy's eyes can glow red to catch the attention of a victim.
- Racy has the ability to meld into her environment, and will often hide in trees while waiting for her next victim.
- Whenever Racy appears or claims a victim, lightning flashes and thunder rolls.
- When Racy is destroyed, all the energy she has collected is returned to her victims.

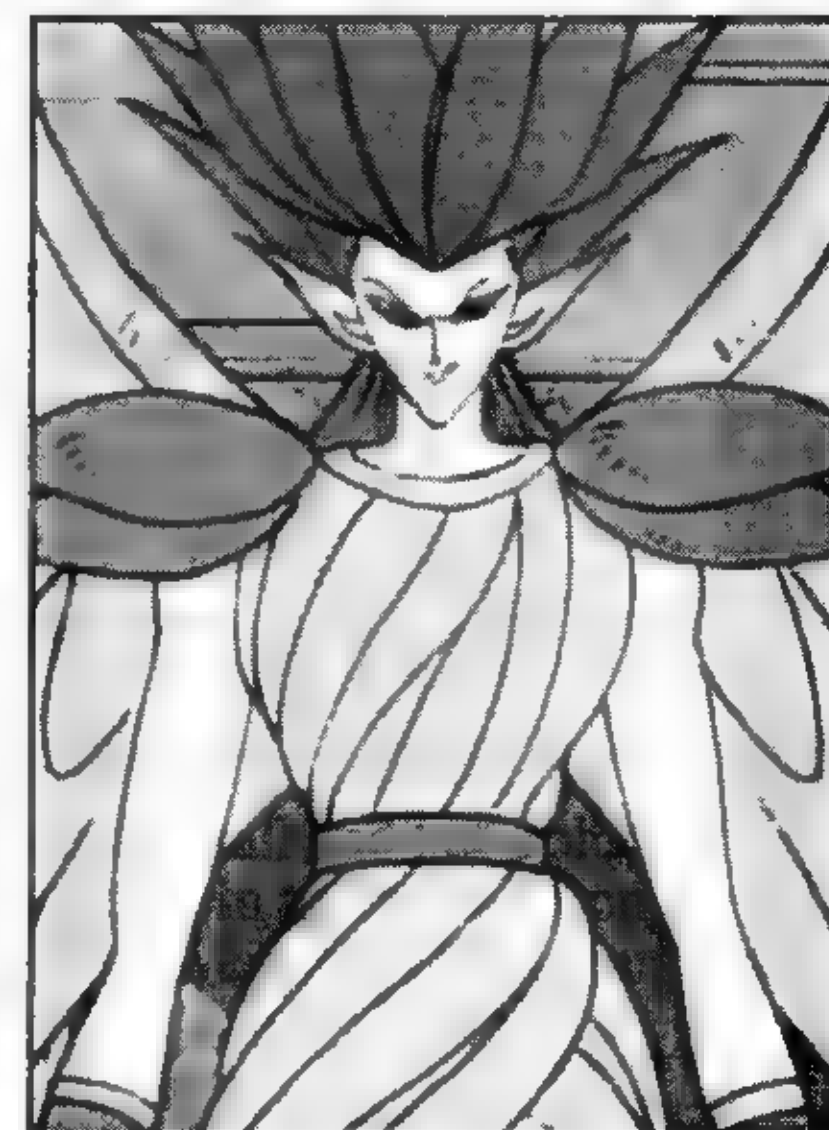


TOTAL SERVANT ABILITY POINTS 19		Body 7		MIND 5	SOUL 6
HEALTH POINTS 90		ENERGY POINTS 70		ACV 9	DCV 7
		DAMAGE 10 (cherry blossoms), 40 (claws)			
TYPE I	Assume any human form				
TYPE I	Energy Drain Dark Sub-Attribute, Level 1 (5 ENERGY POINTS each round)				
TYPE I	Fire or shoot cherry blossoms for short distances				
TYPE I	Levitation				
TYPE I	Meld into the surrounding environment (specifically trees)				
TYPE I	Speed Neutral Attribute, Level 4				
TYPE II	Surround or trap most of a target's body within trees				
TYPE II	Paralyze 2-4 people (victims appear to be trapped in beams of light)				
Type III	Ignore up to 30 damage points from a Sailor <i>Senshi</i> Attack				
Type III	Pull or shift others into another dimension or realm (a deserted, empty space)				
Weakness	None known				





ENGLISH NAME: Vulturos  
JAPANESE NAME: Gigarosu  
ENGLISH EPISODE: "Kindergarten Chaos"  
JAPANESE EPISODE: "*Nerawareta enji! Venus daikatsuyaku!*", Episode #52  
[ "*The Kindergarten Kids Get Attacked! Venus' Great Performance!*" ]  
TYPE: Cardian; Strong Servant  
MASTER: Alan and Ann  
OPPONENTS: Sailor Moon, Sailor Venus, Moonlight Knight  
FATE: Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Vulturos appears as a male humanoid with avian qualities. He stands 6 feet tall and has golden skin and blue wings. His red hair sticks straight up at the front, but hangs down in the back in long dreadlocks. He has short claws, pointed ears and fangs, as well as glowing red eyes. Vulturos wears a pale-blue, Grecian tunic, with a gold belt, and blue boots.

### SIGNIFICANT EVENTS

Vulturos is commanded by Ann and Alan to collect the energy of all the kindergarten children in the city. He systematically begins attacking the school buses that take the children home at the end of the day. Unfortunately the cardian attacks a bus while Serena and Mina are riding on it. Vulturos is unharmed by Sailor Venus's "Venus Crescent Beam Smash" and is able to create huge, green tornadoes to blow Sailor Moon out of the way. The cardian extends his claws and charges at Sailor Venus, but he is stopped by the Moonlight Knight's "Rose Throw". Sailor Venus is able to look deep within herself and remember her "Venus Meteor Shower" Attack which she then uses to stun Vulturos. Sailor Moon follows up with "Moon Sceptre Elimination" to finish off the cardian.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Vulturos exhibits the following characteristics:

- Vulturos is exceptionally strong. He can peel back the roof of a bus with his bare hands, or smash through a bus windshield without suffering any damage.
- Vulturos may be blown backwards by a *Senshi* attack if he does not make a successful Defense roll, but he will not be harmed if the attack does less than 30 points of damage.



**TOTAL SERVANT ABILITY POINTS 13**

**Body 9**

**MIND 5**

**SOUL 4**

HEALTH POINTS 70

ENERGY POINTS 50

ACV 7

DCV 5

DAMAGE 60 (claws), 30 (wind)

TYPE I	Claws can stretch to great lengths (up to 10 feet)
TYPE I	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)
TYPE II	2 Levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (air)
TYPE II	Fly (with wings)
TYPE II	Super Strength (Body Stat +3; Damage Value +30 for melee combat)
TYPE III	Ignore 30 damage points from a Sailor <i>Senshi</i> Attack

Weakness None known





Episode #47

# Skulker



**ENGLISH NAME:** Skulker  
**JAPANESE NAME:** Amadeusu  
**ENGLISH EPISODE:** "Much Ado About Babysitting"  
**JAPANESE EPISODE:** "Mamoru to Usagi no bebi shittaa sodo!", Episode #53  
["Mamoru and Usagi's Rebellion as Baby Sitters!"]  
**TYPE:** Cardian; Strong Servant  
**MASTERS:** Alan and Ann  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



## PHYSICAL APPEARANCE

Skulker is a slim, young humanoid female with light-blue skin. Her long, blue hair is tied back with an orange bow, and she wears an orange body suit with rolled sleeves. She also wears a yellow vest, a blue belt, and orange wristbands and boots. Skulker stands 5 1/2 feet tall.

## SIGNIFICANT EVENTS

Alan and Ann send Skulker to gather energy from human babies for the Doom Tree. She appears above a daycare centre and extends several sparkling threads outwards that steal the energy from whomever they touch — parents and toddlers alike. The next time Skulker appears, the Scouts are waiting in ambush. Skulker uses the children in the playground as a human shield by trapping them in orange bubbles and lifting them into the air between her and the Scouts. The Moonlight Knight uses his "Rose Throw" to sever Skulker's threads, which causes the cardian to lose her concentration, and the babies float safely to the ground. Sailor Mercury freezes the cardian solid with her "Mercury Ice Bubbles Freeze", after which Sailor Moon destroys Skulker with "Moon Sceptre Elimination".

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, Skulker exhibits the following characteristics:

- Skulker prefers to use strategy to accomplish her goals, instead of mindless mayhem.
- Skulker's energy draining threads cannot pass through solid objects, and must touch the flesh of their victims. For example, Baby Jordan was safe from harm because his mother's body blocked the threads.
- Skulker appears with a flash of light and spinning orange clouds. The atmosphere beneath her turns murky red-orange in colour, and all living creatures within this area can be affected by Skulker's threads.



TOTAL SERVANT ABILITY POINTS 12		Body 4		MIND 6	Soul 5
HEALTH POINTS 70	ENERGY POINTS 70	ACV 7	DCV 5	DAMAGE 10 (exploding bubbles)	
TYPE I	Can fire exploding bubbles for short distances				
TYPE I	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)				
TYPE II	Fly (without wings)				
TYPE II	Limited-range teleport				
TYPE II	Surround or trap most of a target's body in an object (bubbles; can completely surround small targets such as babies)				
TYPE II	Use telekinesis to move medium-sized objects				
Weakness	None known				





**ENGLISH NAME:** Amphibia  
**JAPANESE NAME:** Seireen (variation of "siren", a musical reference)  
**ENGLISH EPISODE:** "Raye's Day in the Spotlight"  
**JAPANESE EPISODE:** "Bunkasai wa watashi no tame!? Rei joo nessho!", Episode #54  
 ["The Cultural Festival is Just For Me!? Queen Rei Sings All Out!"]  
**TYPE:** Cardian; Strong Servant  
**MASTERS:** Alan and Ann  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Amphibia is a mermaid with white skin and dark-blue scales that cover her arms, chest, and her long tail. Amphibia also has blue fins attached to her back and hips. Although she has no legs, Amphibia can walk slowly on her tail and she stands 6 feet tall. She wears her long, flowing, pink hair up in a bun, but it can break free and grow into large strands that she uses as weapons.

### SIGNIFICANT EVENTS

Amphibia invades a festival at Raye's school when most of the people are in the school auditorium listening to Raye sing. Amphibia places the audience in a deep sleep, captures Raye with her hair, and drains most of her energy. Sailor Mercury and Sailor Jupiter free Raye by cutting the cardian's hair with their Combined Attack ("Mercury Bubbles Blast" and Jupiter Thunder Crash"), but the hair quickly regenerates and entangles all the Sailor Scouts except Raye. Enraged, Raye transforms into Sailor Mars and frees her friends by setting Amphibia's hair on fire with "Mars Fire Ignite", but it does not harm the cardian herself. The Moonlight Knight distracts Amphibia long enough for Sailor Mars to look inside herself and remember her stronger power, "Mars Firebird Strike". Amphibia tries to stop Sailor Mars with a geyser of water but the firebird dodges the attack and surrounds the cardian in flames. Sailor Moon uses her "Moon Sceptre Elimination" to destroy Amphibia as she writhes in pain.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Amphibia exhibits the following characteristics:

- Amphibia is always dripping wet and leaves a trail of slime wherever she goes.
- Amphibia sprinkles golden dust on her opponents to put them to sleep. Solid objects block the dust, and people can avoid it by taking cover (for example the Scouts hide under auditorium chairs). Amphibia creates this dust herself and will always have an ample supply.
- Amphibia may drain the energy from up to four targets at once by trapping them with separate strands of her hair.
- Amphibia's hair can be severed with 30 points of damage, but must be burned with fire to prevent it from regenerating.
- Victims affected by Amphibia's sleeping dust will reawaken once she is destroyed. Any energy she has drained will also be returned to the victims.



### TOTAL SERVANT ABILITY POINTS 14

**Body 6**

**MIND 4**

**SOUL 5**

HEALTH POINTS 50    ENERGY POINTS 50    ACV 7    DCV 5    DAMAGE 30 (water blast)

TYPE I	Shoot blasts of water for short distances
TYPE I	Energy Drain Dark Sub-Attribute, Level 3 (15 ENERGY POINTS each round)
TYPE II	Fly (without wings)
TYPE II	Surround or trap most of a target's body in an object (hair, up to 4 people)
Type III	Place 6-10 people (or more) into a deep sleep
Type III	Ignore 30 damage points from a Sailor Senshi Attack

**Weakness** | None known





Episode #49

# Mophead



**ENGLISH NAME:** Mophead  
**JAPANESE NAME:** Utonberino (reversing the hiragana produces "noribento", which is a seaweed box lunch)  
**ENGLISH EPISODE:** "Food Fetish"  
**JAPANESE EPISODE:** "Tsukikage wa Seijuuro? Moeru Mako-chan!", Episode #55  
 ["Tsukikage is Seijuurou? Mako-chan Gets Fired Up!"]  
**TYPE:** Cardian; Moderately Powerful Servant  
**MASTER:** Ann  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



## PHYSICAL APPEARANCE

Mophead is characterized by her huge head of puffy, red and brown hair, which sticks out in all directions. She has white skin and red eyes. She wears a short, tight, black dress, and has a bottle of shampoo and a cane attached to her belt. She also sports black leggings, black gloves, and a single orange shoulder guard. She wears a large metallic clamp around one wrist that can shoot forth a mass of electrical tape. Mophead is only 5 1/2 feet tall.

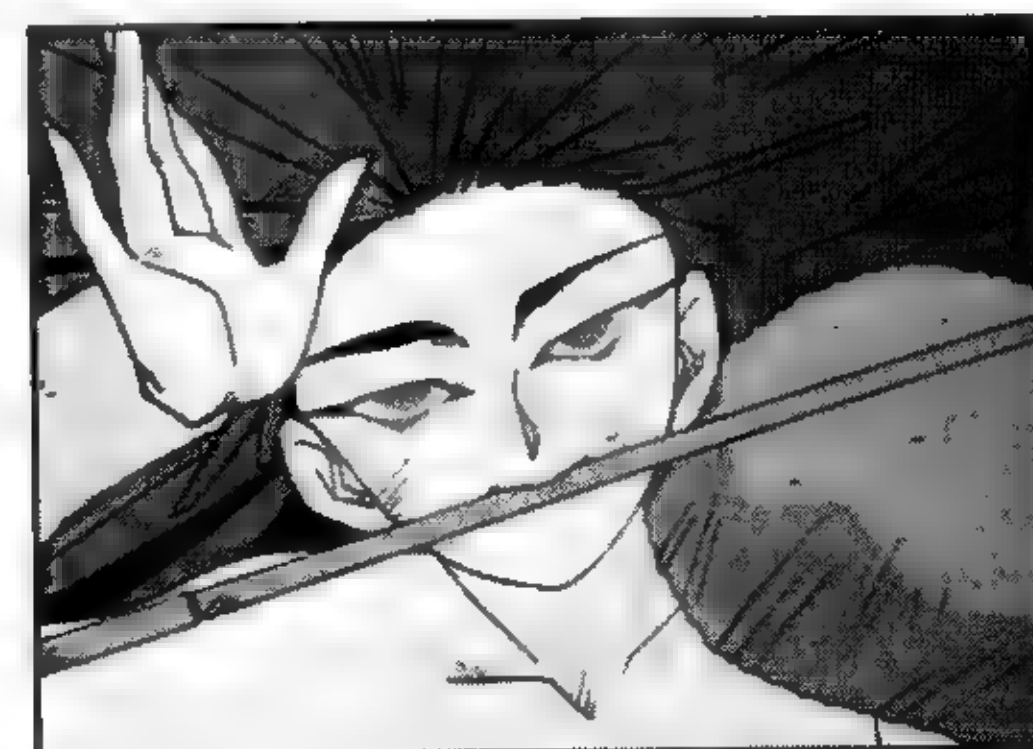
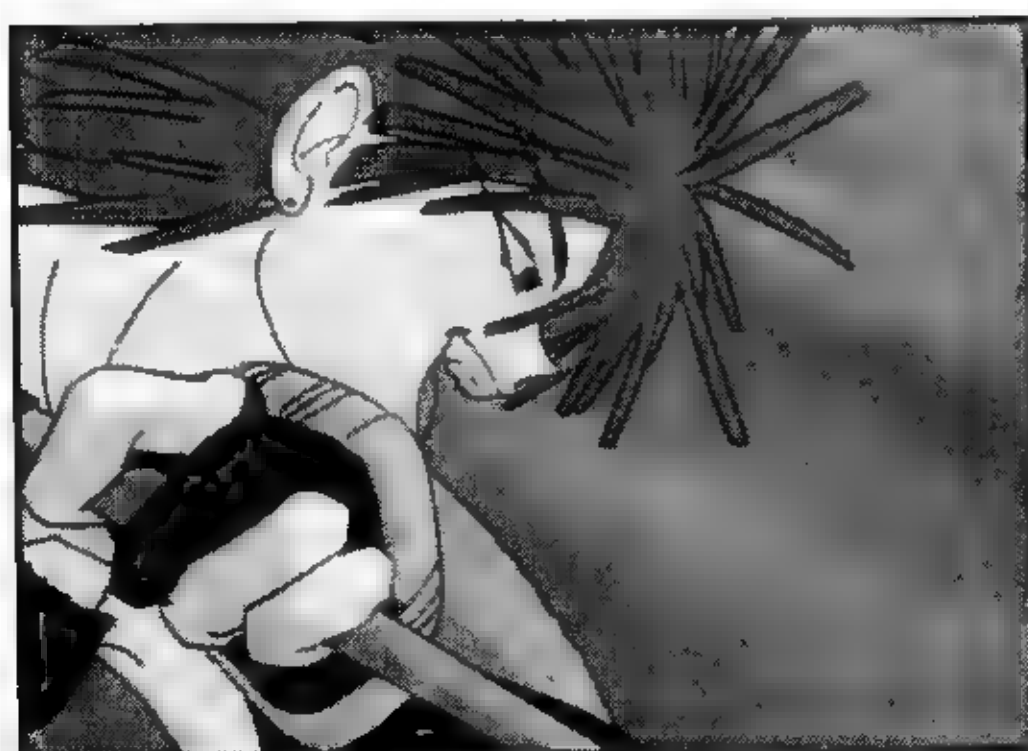
## SIGNIFICANT EVENTS

Ann becomes extremely jealous of Lita when Alan begins spending time with her. Ann summons cardian Mophead to steal Lita's energy and break up her lunch date with Alan. Mophead knocks Alan aside and attacks Lita, who is unable to defend herself against the cardian's surprise ambush. Sailor Moon and the other Scouts arrive to help their friend, but Mophead uses her cane to create an explosion on the playground in which they are fighting, which sends the Scouts reeling. Mophead powers up by giving herself a quick and invigorating shampoo and then wraps Sailor Moon, Sailor Mercury, and Sailor Jupiter in electrical tape. The Moonlight Knight frees Sailor Jupiter by snapping the tape with his "Rose Throw". Sailor Jupiter uses her powered-up attack, "Jupiter Thunder Dragon", to electrocute and stun the cardian, while Sailor Mars frees Sailor Moon and Sailor Mercury. Sailor Moon finishes Mophead with her "Moon Sceptre Elimination".

## POINTS OF INTEREST

In addition to the Servant Abilities listed below, Mophead exhibits the following characteristics:

- Since Mophead is under the control of Ann, she has no qualms about attacking Alan.
- Mophead may touch her cane to any medium-sized inanimate object to cause it to explode.
- It takes one round for Mophead to shampoo her hair which then allows her to fire electrical tape at her opponents and entangle them.
- Electrical tape that has completely encased a victim requires at least 30 points of damage to remove.
- Mophead will lose her electrical tape abilities when her hair becomes dirty.



TOTAL SERVANT ABILITY POINTS 8		Body 6		MIND 3	Soul 3
HEALTH POINTS 50	ENERGY POINTS 20	ACV 6	DCV 4	DAMAGE 30 (explosions)	
TYPE I	Acrobatics Neutral Attribute, Level 2				
TYPE II	Create moderate explosions that cause moderate damage (with cane)				
Type III	Completely encase a target's body within electrical tape				
Type III	Ignore 30 damage points from a Sailor <i>Senshi</i> Attack				
Weakness	Item Dependency Defect (requires cane to cause explosions) Must "recharge" electrical tape attack by shampooing hair				





**ENGLISH NAME:** Pierrot  
**JAPANESE NAME:** Bipieero ("pierrot" means "clown" in French)  
**ENGLISH EPISODE:** "Mirror, Mirror on the Wall"  
**JAPANESE EPISODE:** "Mamoru no kisu ubae! An no shirayukihime sakusen!", Episode #56  
["Steal Mamoru's Kiss! Ann's Snow White Strategy!"]  
**TYPE:** Cardian; Moderately Powerful Servant  
**MASTER:** Alan  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Pierrot looks like a traditional clown. She stands 5 1/2 feet tall and she has white skin, a red nose, and red, painted lips. Pierrot's eyes are white and do not have pupils. Her baggy body suit is missing one leg, and is decorated with blue and green diamond-shaped patches. Pierrot wears a spiked golden helmet, and has pointed, red shoes that are upturned at the toes. She always carries an umbrella and her main method of transportation is a unicycle.

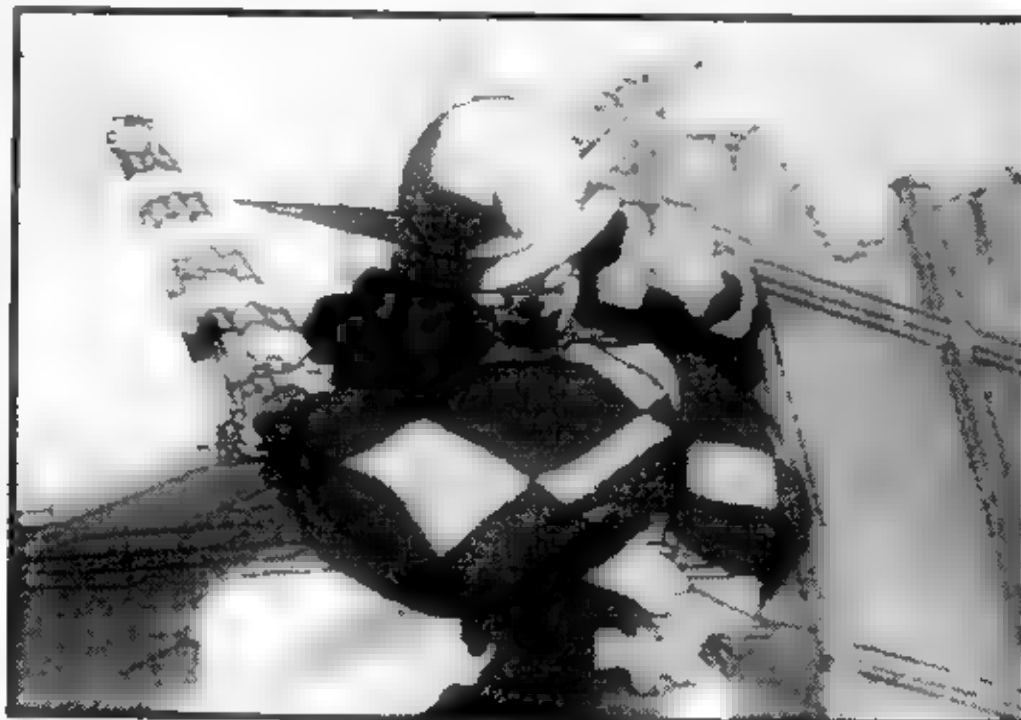
### SIGNIFICANT EVENTS

Alan becomes jealous of his partner's infatuation with Darien, and sends cardian Pierrot to ruin the play in which they are starring. On opening night, Pierrot rides on stage with her unicycle and begins destroying the set. Ann tries to stop the cardian, but is knocked over by a giant juggling ball. Sailor Moon confronts Pierrot, but is forced to dodge several spikes that are fired out of the clown's helmet. Pierrot then uses her extendable umbrella to capture Sailor Moon and drain some of her energy. The Moonlight Knight frees the Champion of Justice by snapping the umbrella with his "Rose Throw". Sailor Mars paralyzes the cardian with her "Ofuda Strike", and Sailor Mercury freezes the clown with her Ice Bubbles. Finally, Sailor Moon destroys the immobile stage hog with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Pierrot exhibits the following characteristics:

- Since Pierrot is completely controlled by Alan, she has no qualms about attacking Ann.
- The tip of Pierrot's umbrella extends to entangle a victim and drain his or her energy. This part of the umbrella requires 10 points of DAMAGE to destroy.
- Pierrot's juggling balls are initially small, but grow to the size of an enormous boulder by the time they reach their victim.
- Pierrot can perform several amazing stunts and attacks while riding her unicycle.



**TOTAL SERVANT ABILITY POINTS 10**

**Body 6**

**MIND 3**

**SOUL 3**

**HEALTH POINTS 70**

**ENERGY POINTS 30**

**ACV 6**

**DCV 4**

**DAMAGE 30 (juggling balls)**

**TYPE I** Acrobatics Neutral Attribute, Level 3

**TYPE I** Damn Healthy! Neutral Attribute, Level 2 (HEALTH POINTS increased by 20)

**TYPE I** Energy Drain Dark Sub-Attribute, Level 1 (5 ENERGY POINTS each round)

**TYPE II** Surround or trap most of a target's body with umbrella

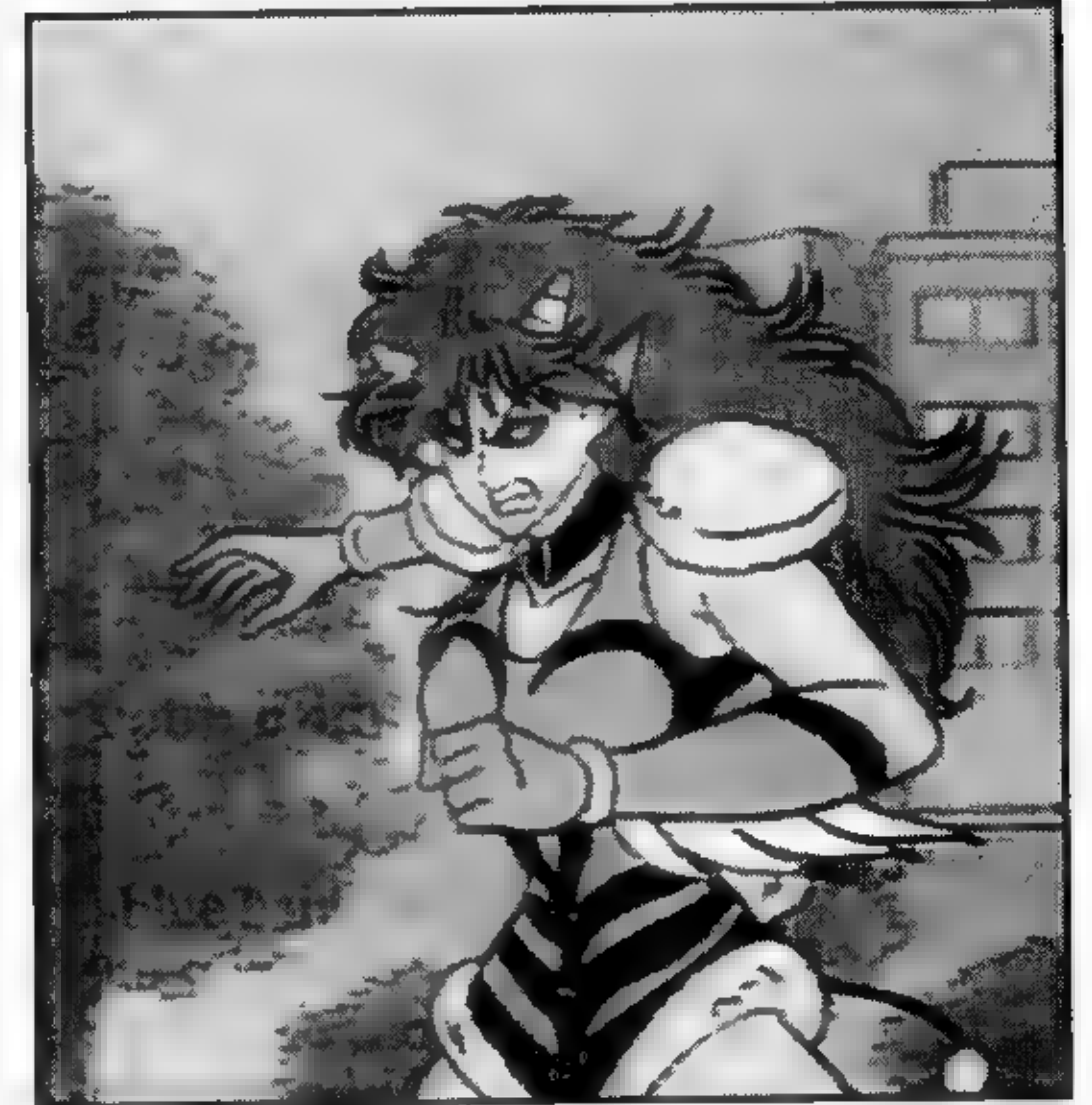
**TYPE III** Fire or shoot juggling balls and spikes for great distances

**Weakness** Item Dependency Defect (requires umbrella to trap targets and drain energy)





**ENGLISH NAME:** Insectia  
**JAPANESE NAME:** Aamanju (reference to a person who is antagonistic)  
**ENGLISH EPISODE:** "Detention Doldrums"  
**JAPANESE EPISODE:** "*Hokago ni goyojin! Nerawareta Usagi!*", Episode #57  
["*Beware of After School! The Target Usagi!*"]  
**TYPE:** Cardian; Strong Servant  
**MASTER:** Alan  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Moonlight Knight  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Insectia is a 6 foot-tall, green-skinned humanoid. She has light-blue hair, long, pointed ears, and two small yellow horns that protrude from her forehead. Insectia wears an orange and black striped body suit with a high collar. White pompoms decorate the shoulders and the back of the suit. Insectia also wears black and orange spiked boots and gloves. The costume gives her the appearance of a deranged bumblebee.

### SIGNIFICANT EVENTS

Alan summons cardian Insectia and gives her very specific instructions. She is to gather energy from all the local students, but first she is to drain all of Darien's energy. The cardian completely ignores Alan and begins indiscriminately attacking everything in the area, including two unfortunate ducks. Alan tries frantically to get his rogue cardian under control, but he finally gives up. The Sailor Scouts are hot on Insectia's trail by the time she descends upon Crossroads Junior High. The cardian dodges all of the Scout's attacks, and charges at Sailor Moon. The Moonlight Knight distracts Insectia, however, allowing Sailor Moon to destroy her with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Insectia exhibits the following characteristics:

- Insectia is an excellent example of what happens when a character fails his or her Summon/Control Servant roll. Alan is fortunate that the rogue cardian did not attack him.
- Insectia is completely crazy and will attack anyone and anything in her vicinity. Insectia's Mind Stat may have been affected by Alan's improper summons.



TOTAL SERVANT ABILITY POINTS 12			BODY 6		MIND 2		SOUL 4	
HEALTH POINTS 60		ENERGY POINTS 50	ACV 7	DCV 5	DAMAGE 30 (charge)			
TYPE I	Acrobatics Neutral Attribute, Level 3							
TYPE I	Energy Drain Dark Sub-Attribute, Level 2 (10 ENERGY POINTS each round)							
TYPE I	Speed Neutral Attribute, Level 2							
Type III	Extra Attacks Neutral Attribute, Level 2							

**Weakness** Crazy! (Mind Stat is 3 points lower than normal)





**ENGLISH NAME:** Four Face  
**JAPANESE NAME:** Yamandakka  
**ENGLISH EPISODE:** "Secret Garden"  
**JAPANESE EPISODE:** "*Surechigau ai no kokoro! Ikari no Makaiju!*", Episode #58  
[*"The Disagreeing Feeling of Love! The Makaiju's Anger!"*]  
**TYPE:** Cardian; Moderately Powerful Servant  
**MASTER:** Alan and Ann  
**OPPONENTS:** Serena, The Doom Tree  
**FATE:** Unknown, possibly destroyed by the Doom Tree

### PHYSICAL APPEARANCE

Four Face is a six-armed, four-faced humanoid with shoulder-length black hair and white skin. Each face has a *kanji* symbol in the middle of its forehead to identify its number. Face 1 has a happy expression, Face 2 is angry, Face 3 is sad, and Face 4 is constantly laughing. Four Face's head rotates 360° — whichever face best suits her mood faces forward. This cardian wears an orange robe that wraps around her shoulders and waist. Her hat is a cross bar with two chains hanging down from the ends, wrapped in the same material as her dress. Four Face is always seen sitting crossed-legged within a large pink flower that floats in the air. Four Face's dress covers most of the flower so it is impossible to tell how many legs she has.

### SIGNIFICANT EVENTS

Alan and Ann are desperate to get energy for the dying Doom Tree, thus they summon cardian Four Face to steal as much human energy as possible. The cardian successfully gathers energy from a large crowd of people by dropping huge pink petals from the sky that stick to her targets and drain their energy. Four Face becomes upset because the energy she collected harms the Doom Tree instead of healing it. She does not steal any more energy until Ann throws Serena at the cardian and orders her to "drain the filling out of the little cream puff!" Four Face grabs Serena and begins to drain her energy, but the Doom Tree separates the two of them by wrapping them in vines and pulling them apart. Serena is released, but the Doom Tree slams Four Face into a pile of roots and Four Face is never seen again.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Four Face exhibits the following characteristics:

- Four Face can drain the energy of 20-30 people over several rounds by dropping her large, sticky flower petals on them. The energy is transferred from the petals to her hands, where she collects it in a glowing pink ball.
- A victim must make a Body Stat check to pull a petal off his or her body, otherwise the petal will remain until all the energy has drained out of the target.
- Four Face is one of the few cardians to show emotions other than destructive glee.
- After Four Face was slammed into the ground by the Doom Tree, she may have reverted to her card form, and could still be lying there, waiting to be summoned again.



### TOTAL SERVANT ABILITY POINTS 7

BODY 4

MIND 3

SOUL 5

HEALTH POINTS 50 | ENERGY POINTS 30 | ACV 6 | DCV 4 | DAMAGE 30 (horns)

**TYPE I** Energy Drain Dark Sub-Attribute, Level 4 (20 ENERGY POINTS each round, multiple targets)  
**TYPE II** Fly (without wings)  
**TYPE II** Limited-range teleportation

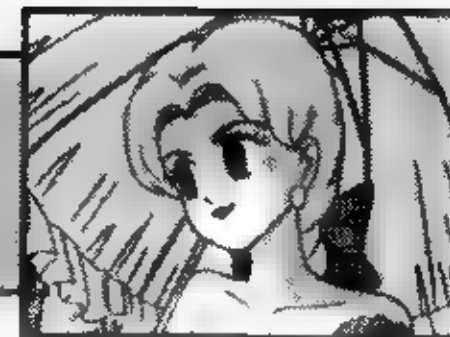
**Weakness** Item Dependency Defect (requires large flower to fly)



# Droids







**ENGLISH NAME:** Droido  
**JAPANESE NAME:** Atsugessho (the name is a reference to heavy make-up)  
**ENGLISH EPISODE:** "The Cosmetic Caper"  
**JAPANESE EPISODE:** "*Usagi dai shoukku! Mamoru no zekko sengen!*", Episode #61  
["*Usagi's Big Shock! Mamoru Announces that he's Breaking Up!*"]  
**TYPE:** Dark moon Droid; Weak Servant  
**MASTER:** Bertie  
**OPPONENTS:** Sailor Moon, Tuxedo Mask, Luna  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Droido is a 5 1/2 foot-tall female droid with pale-blue skin. She has blue-green hair that hangs down the sides of her face in two long strands. She appears to have a round, metallic hat on her head, but it is actually the lid of a perfume dispenser. A long tube is connected to this lid that ends in a hollow ball that hangs at the Droid's waist. Droido's face is heavily made-up, and a large, red gem with the Dark moon symbol is embedded in her forehead. She wears a short, skin-tight, blue and purple dress with green leggings.

### SIGNIFICANT EVENTS

Bertie summons Droido to open a cosmetics boutique and sell Dark moon makeup. The makeup will spread dark energy into whoever is wearing it, and thereby increase the power of the Dark Crystal. Droido disguises herself as a human shopkeeper and manages to attract many customers with her sales pitch. Even Serena comes to purchase some makeup in the hopes that Darien will want to be with her when he sees her enhanced beauty. She asks for Droido's advice on the matter and the droid replies that "the thicker the makeup, the more men will be attracted to you". Serena disagrees with her and attempts to leave, but Droido grabs her arm and insists that Serena buy some makeup. Droido completely loses her temper and transforms into her droid form to attack Serena. Serena retaliates as Sailor Moon, but is nearly melted by the droid's acid breath, while Luna is squashed against a wall by a giant powder puff. Tuxedo Mask comes to the rescue and uses his cane to reflect the acid back at Droido. The acid erases the droid's face, and as she takes the time to re-draw it, Sailor Moon destroys her with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Droido exhibits the following characteristics:

- Even in human form, Droido's eyes occasionally flash with a red light.
- Droido's excellent acrobatics are demonstrated when she balances perfectly on a can of hair spray that she rolls across the floor.
- Droido does not take any direct damage from her own breath attack when it is reflected back at her, but she must re-draw her face. It should take her one round to re-draw a basic happy face, but Droido would never be satisfied looking so simple. She must spend several rounds to re-draw her face and apply her makeup properly.
- Droido does not have the ability to spread Dark Energy herself and must rely on Bertie's makeup products to accomplish this task.



### TOTAL SERVANT ABILITY POINTS 4

**BODY 4****MIND 3****SOUL 2**

HEALTH POINTS 20

ENERGY POINTS 20

ACV 5

DCV 3

DAMAGE 20 (acid), 10 (powder puff)

**TYPE I**

Acrobatics Neutral Attribute, Level 3

**TYPE I**

Assume any human form (such as a cosmetics shopkeeper)

**TYPE I**

Spray acid from the mouth

**TYPE I**

Shapeshift a body part into a single alternate form (powder puff forms in her hand and can grow to nearly any size)

**Weakness**

Attack Gesture Defect (must squeeze her perfume pump and open her eyes and mouth as wide as possible to use her acid breath attack)

Incredibly vain





**ENGLISH NAME:** Frosty  
**JAPANESE NAME:** Nipasu  
**ENGLISH EPISODE:** "Sailor Mercury Moving On?"  
**JAPANESE EPISODE:** "*Senshi no yuujo! Sayonara Ami-chan!*", Episode #62  
[ "*The Friendship of the Warriors! Good-bye Ami-chan!*" ]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Bertie  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Frosty is a cold-hearted creature who wears long, icy-blue and white robes. She also wears a silver headdress with a large blue Dark moon gem set in the centre. Frosty's blue hair is elaborately styled into long, looping ponytails, which are piled high on her head. Frosty is almost 6 feet tall, and has white skin.



### SIGNIFICANT EVENTS

The Dark moon family identifies Bob Floy's Ice Cream Parlor as a crystal point. Bertie and Frosty attempt to capture the point by flooding the store with Dark Energy. Anyone who eats ice cream prepared by Frosty (who is disguised as the storekeeper) is turned into ice. Artemis overhears Bertie and Frosty's plans, but he is captured when he investigates the cellar where all the frozen customers are stored. Sailor Venus arrives to rescue her friend but can do little against Frosty's icy breath. Even Sailor Moon, Sailor Mars, and Sailor Jupiter are immobilized by Frosty's blizzard. Sailor Mercury launches a surprise attack on the droid, and freezes her solid with "Shine Aqua Illusion". Sailor Moon then steps forward to finish Frosty with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Frosty exhibits the following characteristics:

- Due to her cold nature, Frosty is immune to natural cold and only takes half damage from magical cold-based attacks.
- Frosty is well informed about the Sailor Scouts and immediately recognizes Artemis as one of their operatives.
- Frosty's breath can encase objects up to the size of a small building in ice, or cause a whirling snowstorm to blanket a small enclosed area, such as a cellar.
- The Dark Energy spread by Frosty is detectable by people with Supernatural Training.
- All victims trapped in Frosty's ice will be released unharmed when she is destroyed.
- Frosty does not enjoy working in retail ("I've had a long day and my feet are killing me.")



**TOTAL SERVANT ABILITY POINTS 9**

**Body 5**

**MIND 4**

**SOUL 3**

HEALTH POINTS 50

ENERGY POINTS 40

ACV 6

DCV 5

DAMAGE 30 (breath)

TYPE I	Assume any human form (such as a storekeeper)
TYPE II	Infuse an object or area with negative energy
TYPE II	Limited-range teleportation
TYPE II	Special Defense, Level 1 (receives only half damage from cold-based attacks)
Type III	Surround or trap most of a target's body within ice

**Weakness** Achilles Heel (water-based attacks freeze Frosty's body upon contact)





**ENGLISH NAME:** Rhonda  
**JAPANESE NAME:** Danburu  
**ENGLISH EPISODE:** "Gramps in a Pickle"  
**JAPANESE EPISODE:** "Onna wa tsuyoku utsukushiku! Rei no shin hissatsu waza!"  
Episode #63  
["Girls Should be Strong and Beautiful! Rei's New Attack!"]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Catzi  
**OPPONENTS:** Sailor Moon, Sailor Mars, Tuxedo Mask, Grandpa Hino  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Rhonda is a very muscular female droid. She is nearly 7 feet tall, and has light-green skin. Rhonda's blonde hair is long at her shoulders and back but is buzz-cut on the top. She has orange slashes of makeup across her face, and an orange star above one eye. She wears a red halter-top underneath a blue body suit, and a purple cape. Rhonda also wears a wide, black championship wrestling belt that is decorated with a red Dark moon gem. She has red spikes on her blue gloves and boots.

### SIGNIFICANT EVENTS

Rubeus discovers the Cherry Hill Temple is another crystal point, and sends Catzi to capture it. She floods the area with negative energy, and then brings Rhonda to Grandpa Hino's martial arts/self-defence class the next day to spread even more negative energy. Rhonda begins throwing the pupils around the fighting ring, and goads them into a riot. Grandpa manages to stop the fight, but is forced to take on Rhonda in the process. Raye leaps into the ring to protect her grandfather and is kicked in the back several times by the gleeful droid. Rhonda and Catzi work together to attack Raye and her grandfather, but Tuxedo Mask arrives in time to block the droid's energy attacks. Tuxedo Mask battles the droid and kicks her in the stomach. While Rhonda is staggering from the blow, Sailor Moon destroys her with the Moon Sceptre.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Rhonda exhibits the following characteristics:

- Rhonda is a physically and verbally abusive person. She likes to yell a great deal and will pick a fight whenever possible.
- Rhonda is an impressive wrestler, but has little skill in Martial Arts (which is why she is so easily defeated by Tuxedo Mask).
- Rhonda is quite willing to team up with allies to cause more damage and destruction.



TOTAL SERVANT ABILITY POINTS 8		BODY 9		MIND 3	SOUL 3
HEALTH POINTS 50		ENERGY POINTS 50		ACV 6/8	DCV 4
		DAMAGE 40 (wrestling) 10 (Negaverse Attack)			
TYPE I	Acrobatics Neutral Attribute, Level 1				
TYPE I	Focused Combat Neutral Attribute, Level 2 (wrestling)				
TYPE II	Super Strength (Body Stat +3; Damage Value +30 for melee combat)				
Type III	Negaverse Attack Negaverse Sub-Attribute, Level 1				
Weakness	None known				





**ENGLISH NAME:** Thunderclap  
**JAPANESE NAME:** Huuraiki (translates to “wind thunder demon”)  
**ENGLISH EPISODE:** “Trouble Comes Thundering Down”  
**JAPANESE EPISODE:** “*Ginzuishoo motomete! Chibi-Usa no himitsu!*”, Episode #64  
[“*Going After the Ginzuishou! The Secret of Chibi-Usa!*”]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Prizma  
**OPPONENTS:** Sailor Moon, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon (“Moon Sceptre Elimination”)



### PHYSICAL APPEARANCE

Thunderclap is a gray-skinned, gray-haired, female droid, who stands 6 feet tall. She wears a ripped, black tank top, tight, black shorts, black boots, and red and blue wrist bands. Thunderclap also wears a brown holster around her waist for her hairdryer. She carries a large, two-sided drum at all times, and beats it with two electrical conductors, which are connected to her back by thin wires. Thunderclap has a blue gem imbedded in one shoulder, and a yellow lighting rod juts out of her forehead.

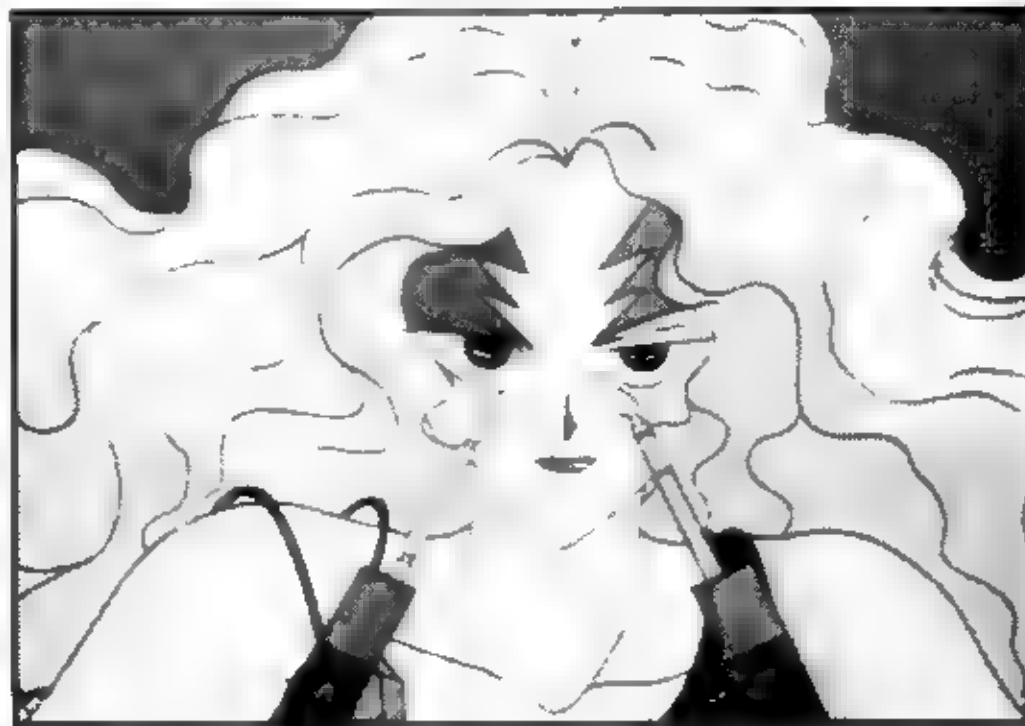
### SIGNIFICANT EVENTS

Knowing that Rini is afraid of thunder, Prizma summons Thunderclap to try to scare her into the open. The droid creates a huge storm over Tokyo, and flies over the city looking for her prey. Lonely and frightened, Rini attempts to use her Crystal Time Key to return home, but only succeeds in reversing the gravity in the immediate vicinity. Rini begins to cry and her glowing moonbeam acts as a beacon for Thunderclap. Amy, Raye, Lita, and Mina try to help Rini, but are blown backwards into a wall by a blast from Thunderclap's hair dryer. Sailor Moon is also blasted backward into a wall and zapped by the “manic majorette's” lightning bolts that she beats out of her drum. Tuxedo Mask shorts out Thunderclap's electrical powers by throwing a rose through her drum, which allows Sailor Moon to reduce the wailing droid to dust with “Moon Sceptre Elimination”.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Thunderclap exhibits the following characteristics:

- Thunderclap must beat her drum for at least one round to build up the charge needed to release a lighting bolt.
- Thunderclap is immune to electrical damage, and enjoys flying about in the storms she creates.
- Thunderclap has a habit of screaming out a funeral march when she is about to destroy her enemies. She yells and screams because she suffers permanent hearing loss due to the thunder she creates. She is, however, an excellent lip reader.



TOTAL SERVANT ABILITY POINTS 9		BODY 8		MIND 3	SOUL 4
HEALTH POINTS 50		ENERGY POINTS 50		ACV 6	DCV 4
		DAMAGE 30 (lightning), 10 (wind blast)			
TYPE I	Gust of Wind				
TYPE II	Create medium-sized explosions that cause moderate damage (lightning)				
TYPE II	Fly (without wings)				
TYPE II	Special Defense, Level 2 (Immune to lighting based attacks)				
Type III	3 Levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (weather)				
Weakness	Item Dependence Defect (requires a hair dryer for windblast and a drum for lightning)				
	Need to “recharge” between actions, which prevents simultaneous attacks (must charge drum for lightning)				
	Hearing loss				





**ENGLISH NAME:** Jellax  
**JAPANESE NAME:** Jaamanen  
**ENGLISH EPISODE:** "A Charmed Life"  
**JAPANESE EPISODE:** "*Koi no ronso! Minako to Makoto ga tairitsu!*", Episode #65  
[*"Love Dispute! Minako and Makoto Square Off!"*]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTERS:** Avery and Prizma  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Jellax is formed from a glass of red wine, and her entire body is made of a deep-red gel. Jellax's solid, emerald-green eyes and her yellow bow tie (set with a green Dark moon gem) provide the only other colours in her appearance. Her hair splits into two clumps that stick out on either side of her back, like a pair of wings. In her humanoid form, Jellax is 6 feet tall, but she can stretch or compress her malleable droid body at will.

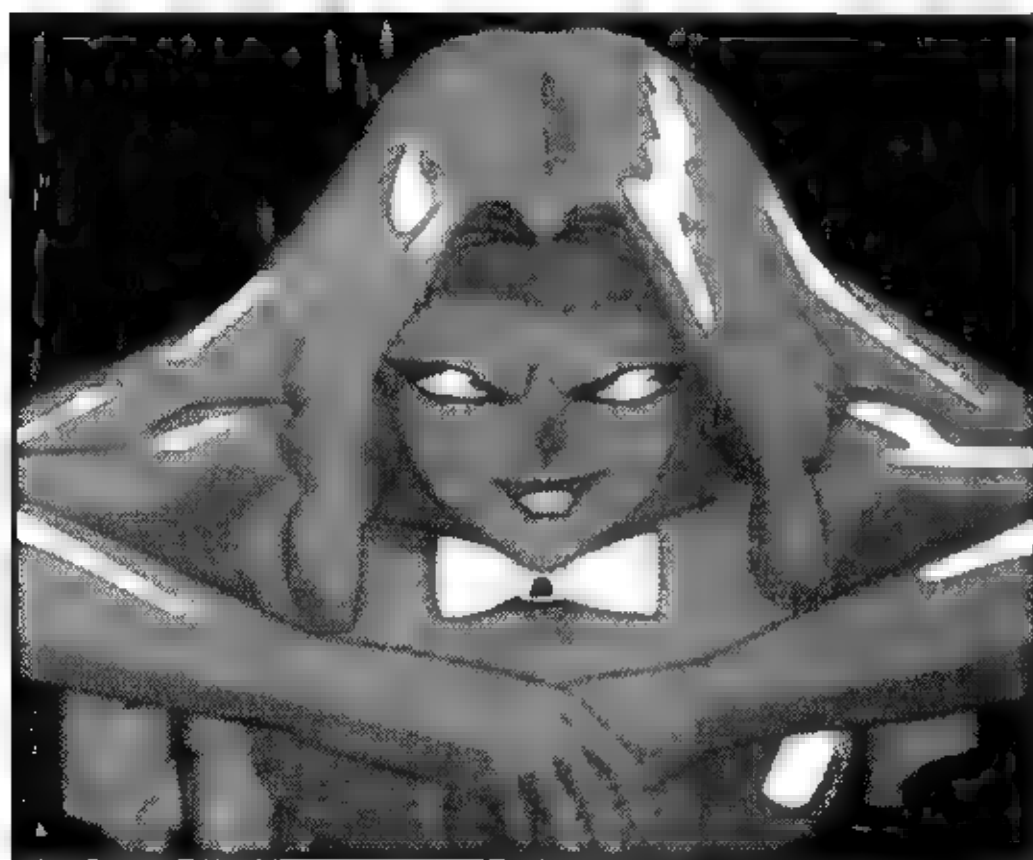
### SIGNIFICANT EVENTS

Prizma and Avery attempt to take over a charm and jewellery store that has been identified as another crystal point. Anyone who wears one of their charms becomes infected with Negative Energy. Serena, Lita, Mina, and Rini visit the store, but are attacked by Avery and Prizma when the two sisters recognize Rini. The sisters call for Jellax to help them, but Mina empties a fire extinguisher in the droid's face. Sailor Venus and Sailor Jupiter appear out of the mists, but Jellax entangles Sailor Jupiter in gel, and Avery captures Sailor Venus. Sailor Mars momentarily frees them with "Mars Celestial Fire Surround", but Jellax soon has the four Scouts glued to the floor and ceiling. However, before Jellax can interrogate them, Sailor Moon blasts her into moon dust with "Moon Sceptre Elimination".

### POINTS OF INTEREST

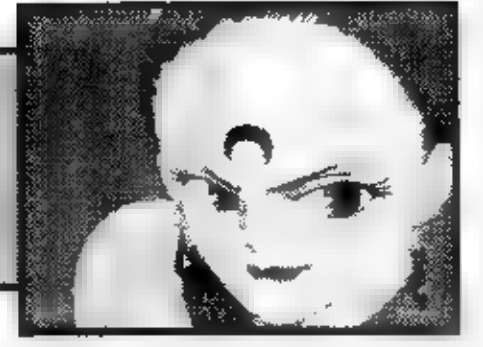
In addition to the Servant Abilities listed below, Jellax exhibits the following characteristics:

- Jellax's gooey body can be shapeshifted into almost any form. She can become a small object, such as a palm-sized gem, or shift individual body parts into weapons, such as a sword blade. Jellax may also shapeshift into animals or specific people but she will always retain her deep-red colour.
- Jellax has difficulty taking initiative. She will not act without being specifically told to do so.
- Jellax's sticky gel may be removed from a trapped victim by delivering 30 points of damage to it.

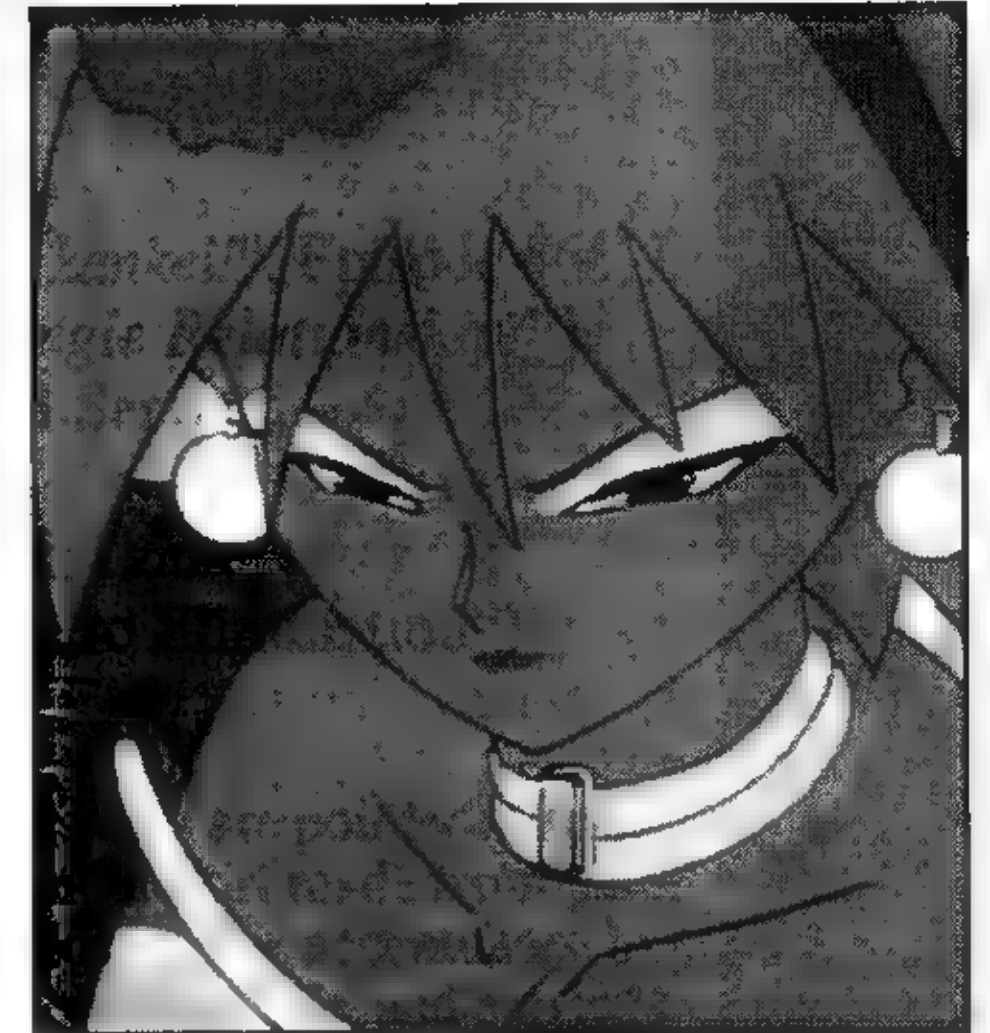


TOTAL SERVANT ABILITY POINTS 8		BODY 6		MIND 3	SOUL 3
HEALTH POINTS 30	ENERGY POINTS 30	ACV 6	DCV 4	DAMAGE 20 (created weapons)	
TYPE I	Meld into surrounding environment (ground, objects, etc.)				
TYPE II	Fly (without wings)				
TYPE II	Surround or trap most of a target's body within jelly				
Type III	Shapeshift body into any number of forms				
Weakness	None known				





**ENGLISH NAME:** Avocado  
**JAPANESE NAME:** Abogaadoraa  
**ENGLISH EPISODE:** "A Curried Favour"  
**JAPANESE EPISODE:** "*Usagi no oyagokoro!? Karee na sankaku kankei!*", Episode #66  
[ "*Usagi's Parenthood!? The Curry Triangle Relationship!*" ]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Avery and Prizma  
**OPPONENTS:** Sailor Moon, Sailor Mars, Tuxedo Mask, Luna  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Avocado is a dark-skinned, female droid with spiky, green hair. Her ears are pointed, and she has a pink hibiscus flower in her hair. She wears a yellow bikini top, and a skirt made from palm tree leaves. Avocado firmly believes that food has a place in fashion. She accentuates her costume by hanging bananas, coconuts, avocados, and eggs from her necklace, belt, and earrings.

### SIGNIFICANT EVENTS

Prizma and Avery summon Avocado to help them capture another crystal point at a local supermarket, and they offer samples of Dark Fruit to the customers. Everyone who eats the tainted food is filled with negative energy and changes into a zombie. Avocado orders the zombies to spread negative energy throughout the store. Sailor Moon and Sailor Mars attempt to stop the droid but are assaulted with exploding Avocado fruit. Avocado nearly destroys the two Scouts with her "Rotten Egg Bomb", but Tuxedo Mask cleaves the bomb in half with his "Rose Throw". The droid then leaps at Tuxedo Mask while transforming a banana from her necklace into a sabre. As the two duel in the grocery store, Sailor Mars tries to blast the droid with "Mars Celestial Fire Surround", but the attack fails. Tuxedo Mask knocks Avocado to the ground, and Sailor Moon destroys her with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Avocado exhibits the following characteristics:

- Avocado may throw several bombs over a wide area, but she must spin on one leg to do so, and cannot defend against any attacks that round.
- Avocado can give simple orders to anyone she is able to infect with Dark Energy. Her victims will be freed from her control when she is destroyed.
- Avocado is a fairly adept with a sword, but not skilled enough to defeat Tuxedo Mask.



**TOTAL SERVANT ABILITY POINTS 9**

**BODY 4**

**MIND 4**

**SOUL 4**

HEALTH POINTS 30    ENERGY POINTS 30    ACV 6/7    DCV 4/5    DAMAGE 20 (bombs), 10 (sabre)

- |                |  |
|----------------|--|
| <b>TYPE I</b>  | Assume any human form (such as a supermarket employee)                 |
| <b>TYPE II</b> | Create medium-sized explosions that cause moderate damage              |
| <b>TYPE II</b> | Focused Combat Neutral Attribute, Level 1 (sword)                      |
| <b>TYPE II</b> | Infuse an object or area with negative energy (causes anger in humans) |
| <b>TYPE II</b> | Transmute one inanimate object into another                            |

**Weakness**    None known





**ENGLISH NAME:** Hypnotica  
**JAPANESE NAME:** Akumuudaa  
**ENGLISH EPISODE:** "Prediction of Doom"  
**JAPANESE EPISODE:** "*Mezameyo nemureru bishojo! Mamoru no kuno*", Episode #69  
[*"Awaken, Sleeping Beauty! Mamoru's Suffering!"*]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Avery and Prizma  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Hypnotica is a slim, 5 1/2 foot-tall, female droid with light-blue skin and hair. Hypnotica wears a simple, gold piped, black and green suit. She has a large, blue Dark moon gem imbedded just below her throat, and a curving yellow horn grows from her forehead.

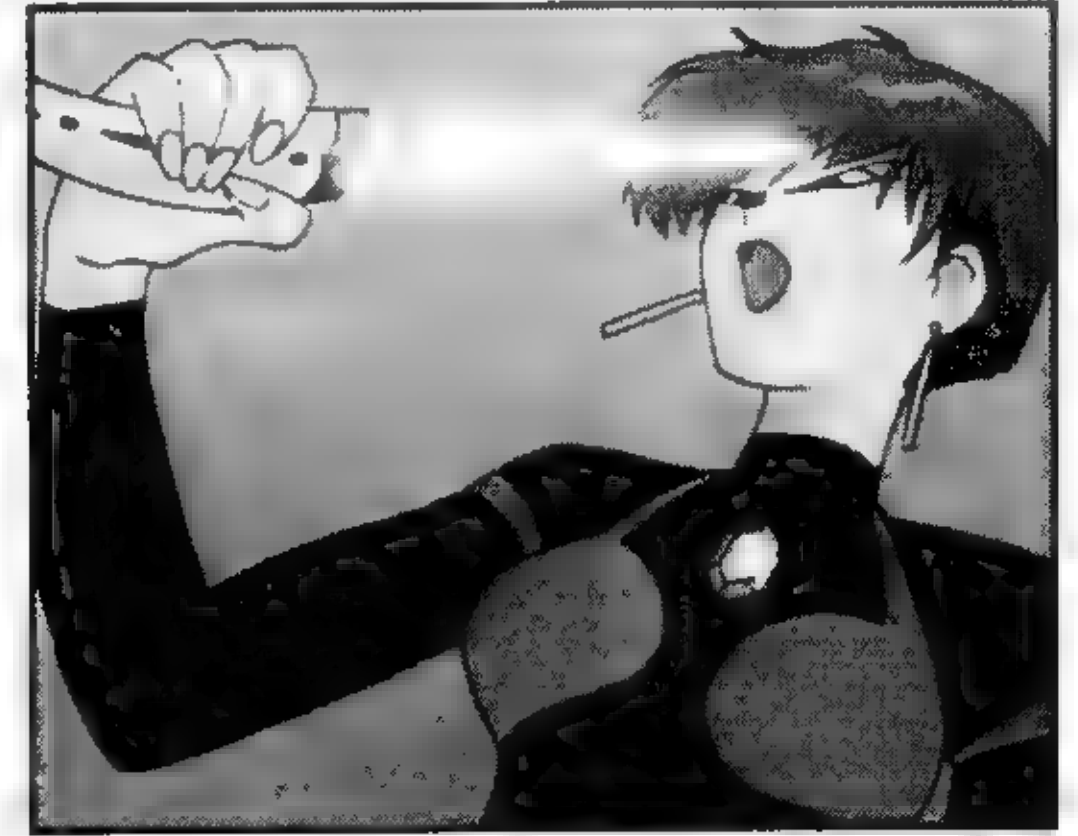
### SIGNIFICANT EVENTS

Avery and Prizma almost manage to kidnap Rini, but are interrupted by Sailor Moon. The two sisters vanish and leave the Champion of Justice with Hypnotica as a small parting gift. When the other Scouts arrive, they find the droid has placed Sailor Moon into a deep sleep. Sailor Mars dispels Hypnotica's solid form with her "*Ofuda Strike*", but the droid enters Sailor Moon's body as a stream of vapour and begins to drain her energy. Tuxedo Mask arrives and uses his influence over the emotion of Hope to reawaken Sailor Moon with a kiss. Hypnotica re-solidifies and pulls her horn out of her forehead. It changes into a glowing sword and the droid attacks Tuxedo Mask. Sailor Moon comes to the rescue of her true love and destroys Hypnotica with her Moon Sceptre.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Hypnotica exhibits the following characteristics:

- Hypnotica must have eye contact with her victims to place them into a deep sleep. Victims may make a Soul Stat check to avoid the spell.
- Hypnotica's gaseous form resembles a cloud of black smoke, but it has two glowing, blue eyes. She may use her possession and energy drain powers only while in this form, and cannot make any physical attacks.
- A victim possessed by Hypnotica cannot be awakened by natural means.
- An "*Ofuda Strike*" or similar magic will not paralyze or banish Hypnotica, but will force her into her gaseous form.



**TOTAL SERVANT ABILITY POINTS 9      BODY 3      MIND 5      SOUL 4**

HEALTH POINTS 20 | ENERGY POINTS 40 | ACV 6 | DCV 4 | DAMAGE 10 (sword)

TYPE I	Assume a gaseous form
TYPE I	Energy Drain Dark Sub-Attribute, Level 1 (5 ENERGY POINTS each round)
TYPE I	Shapeshift body part into single alternate form (horn into sword)
TYPE II	Fly (without wings)
TYPE II	Place 2-5 people into a deep sleep
TYPE II	Possess a single human

Weakness    None known





**ENGLISH NAME:** Grim Man  
**JAPANESE NAME:** Jaakoku  
**ENGLISH EPISODE:** "The Secret of the Luna Sphere"  
**JAPANESE EPISODE:** "Nazo no shin senshi Sailor Pluto toujo!", Episode #75  
["The Appearance of the Mysterious Sailor Pluto!"]  
**TYPE:** Dark moon Droid; Very Strong Servant  
**MASTER:** Wiseman  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

#### PHYSICAL APPEARANCE

Grim Man hangs in the air like a spectre of death. His body is cloaked in flowing, black robes. A black hood hides his face except for his two, red eyes. A twisted gold band decorates the mask that covers the lower half of his face. His skin is pasty-white, and he has red, clawed hands. Grim Man is almost 7 feet tall, and carries a huge, dark-green scythe at all times.

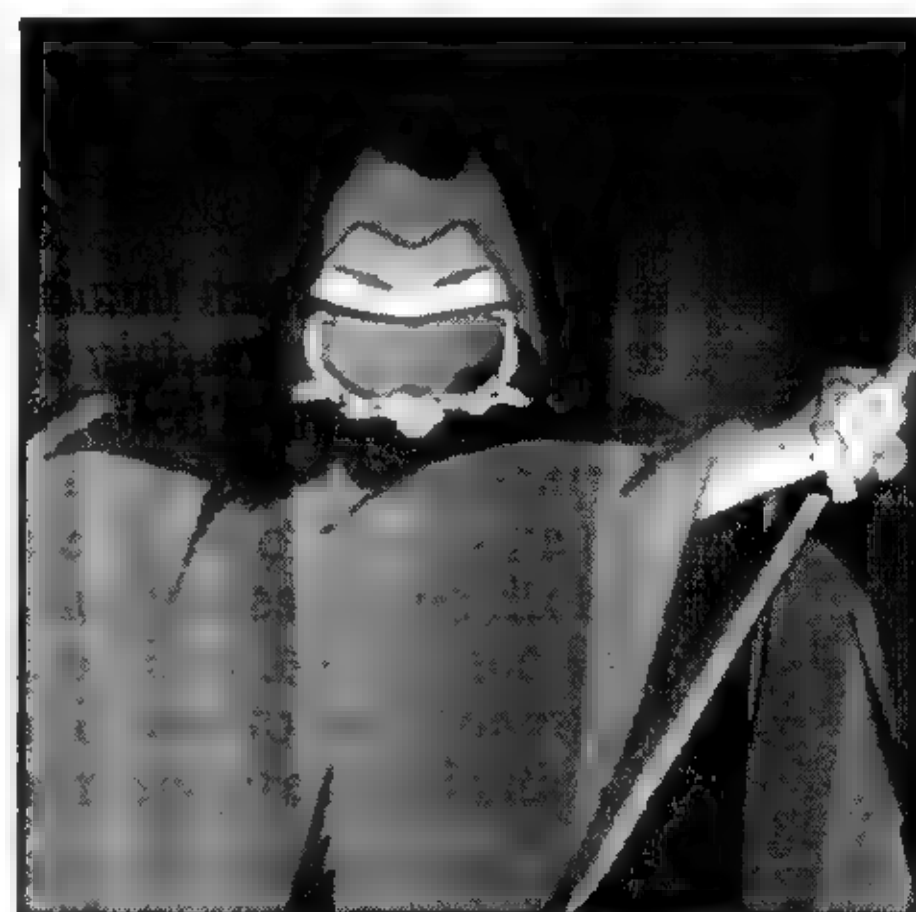
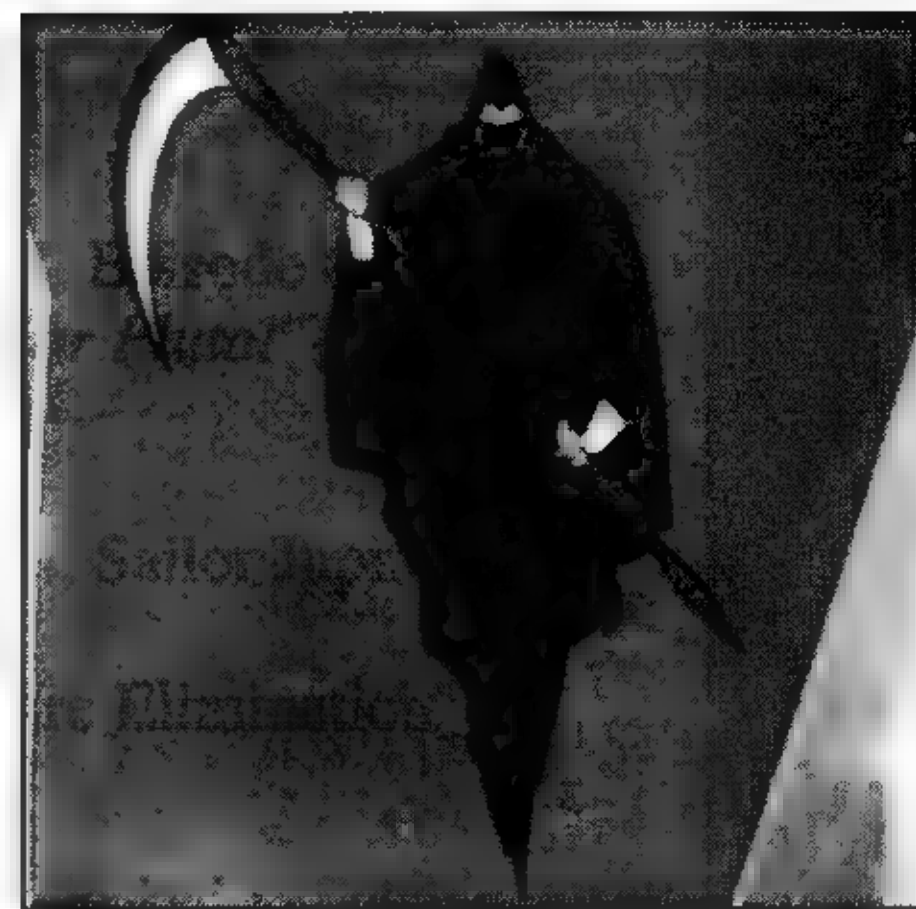
#### SIGNIFICANT EVENTS

Wiseman sends Grim Man to invade Rini's dreams when conventional methods to capture her fail. Rini falls into a coma as the droid hunts her in her own endless nightmare. Sailor Pluto sends the Scouts into Rini's mind to confront Grim Man. After several failed attacks it becomes apparent that the droid is immune to all of the powers of the Scouts. Sailor Moon asks Rini for her help while the Sailor Scouts attempt to distract Grim Man. With one throw of his scythe, the Grim Man knocks the Scouts aside and attacks Rini and Sailor Moon. He cleaves a huge rift into the ground right beneath Rini's feet. Sailor Moon saves her from falling into the rift, and Rini finally comes to trust the Champion of Justice. Through this trust Rini is able to take control of her dream, and allow Sailor Moon to destroy the Grim Man with "Moon Sceptre Elimination".

#### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Grim Man exhibits the following characteristics:

- Grim Man may enter the dreams of any sleeping person once they have been identified (name location, etc.). When he arrives, the victim must make a Soul Stat check to awaken, or to maintain control of his or her own dream. If they fail, Grim Man can take control of every aspect of their dream world, including its appearance, and his own abilities within that dream. It was a simple matter for Grim Man to take control of Rini's dream since she was homesick, lacking self-confidence, and continually worrying about her mother and the location of the Imperium Silver Crystal. The Game Master may decide when it is appropriate for players to make another Soul Stat check to try to re-establish control over their dream. Once they have control, they can give themselves or their allies any powers they choose.
- Grim Man's death in someone else's dream is very real. Any dreamer in control of their dream can bring someone who has died (in their dream) back to life, except for themselves.



#### TOTAL SERVANT ABILITY POINTS 20

**BODY 10****MIND 6****SOUL 5****HEALTH POINTS 60 | ENERGY POINTS 70**    **ACV 7 | DCV 5**    **DAMAGE 60 (scythe)**

<b>TYPE II</b>	Fly (without wings)
<b>TYPE II</b>	Super Strength (+3 to Body Stat; Damage Value +30 for Melee combat)
<b>TYPE II</b>	Unique Attribute, Level 4 (Dream World Knowledge — Grim Man's connection with the Dream World grants him great powers)
<b>Type III</b>	Attack at great distances (Grim Man's Scythe Attack is far-reaching)
<b>Type III</b>	Enter the dreams of others
<b>Type III</b>	Place 2-5 people into a permanent sleep (similar to a coma)

**Weakness**    Condition Dependency (Grim Man's control over his victim's dreams is dependent upon their confidence in themselves)





# Marzipan



**ENGLISH NAME:** Marzipan  
**JAPANESE NAME:** Majipan (variation of "marzipan")  
**ENGLISH EPISODE:** "Emerald Takes Over"  
**JAPANESE EPISODE:** "Anokoku no maryoku! Esmerodo no shinryaku!", Episode #76  
 ["The Dark Magic Power! Esmerodo's Attack!"]  
**TYPE:** Dark moon Droid; Strong Servant  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

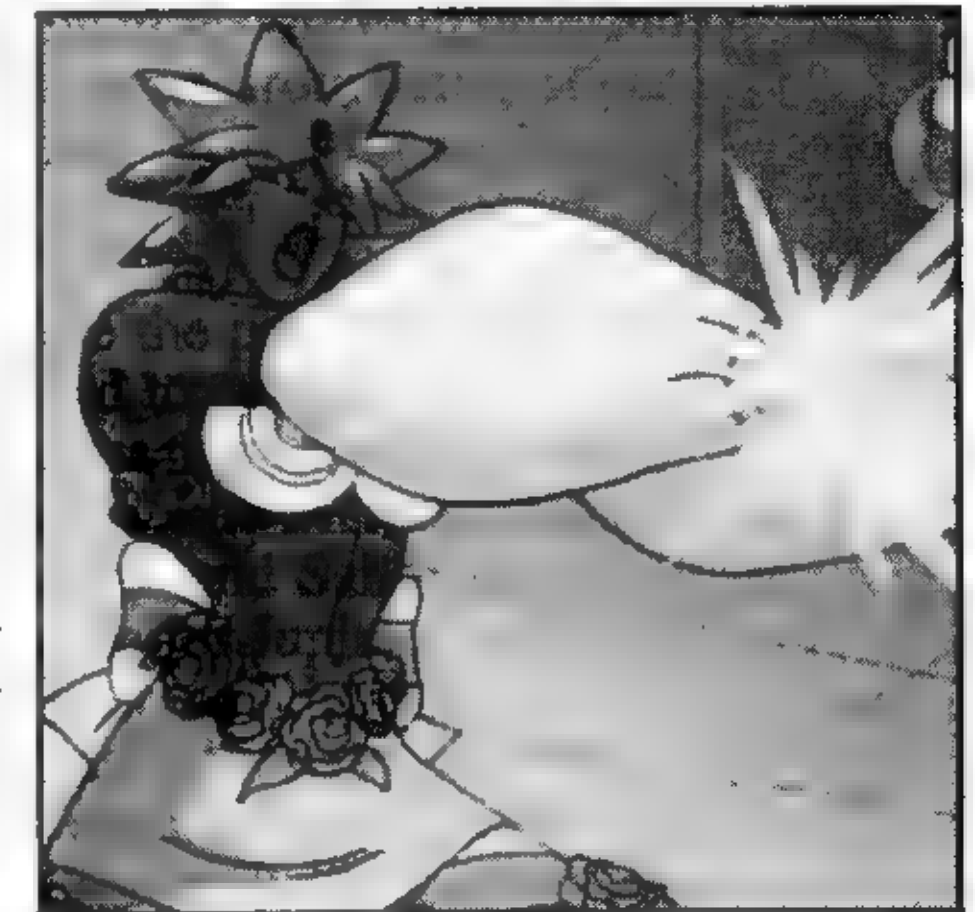


## PHYSICAL APPEARANCE

Marzipan is a 6 foot-tall, dark-skinned humanoid, with spiked, purple hair and malevolent red eyes. She wears a bikini top made of icing dispensers, and a yellow miniskirt with blue and white striped leggings. She decorates her outfit with pink roses made from icing sugar. Marzipan also wears red pumps and a green Dark moon gem in her hair.

## SIGNIFICANT EVENTS

Emerald places a Dark Crystal Wedge in a dessert cafe to increase the power of the Dark Crystal. She summons Marzipan from the Wedge and orders the droid to spread dark energy around the area. Marzipan disguises herself as a waitress and serves cakes that, when eaten, turn customers into sugary statues. The Sailor Scouts confront the droid, but Marzipan easily deflects their attacks by firing streams of cakes and icing. Sailor Moon and Sailor Mars are frozen in place with icing sugar, while donuts and giant cakes encase Sailor Jupiter and Sailor Venus. Tuxedo Mask determines that Marzipan's weakness is water and instructs Sailor Mercury to use her "Shine Aqua Illusion". Using an extended attack, Sailor Mercury overcomes Marzipan's streams of goodies, which frees the other Scouts. Sailor Moon finally destroys the soggy Marzipan with "Moon Sceptre Elimination".



## POINTS OF INTEREST

In addition to the Servant Abilities listed below, Marzipan exhibits the following characteristics:

- Marzipan's arms transform into icing dispensers that can fire several types of attacks: she can transmute inanimate objects into cakes when she successfully targets them with her icing; she can fire icing or other sweets for damage; she can trap targets in cakes, icing, or other sweets.
- Marzipan's exterior of frosting is vulnerable to water. She will take 20 points of damage from regular water, or double damage from magical water-based attacks.
- Marzipan wears false teeth since she lost her real ones long ago because of too many sweets and not enough brushing.



## TOTAL SERVANT ABILITY POINTS 13

**BODY 9**

**MIND 4**

**SOUL 5**

HEALTH POINTS 70 ENERGY POINTS 50 ACV 7 DCV 5 DAMAGE 30 (icing spray), 60 (melee)

- |                 |  |
|-----------------|--|
| <b>TYPE I</b>   | Acrobatics Neutral Attribute, Level 2  |
| <b>TYPE I</b>   | Assume any human form  |
| <b>TYPE I</b>   | Fire or shoot sweets/icing for short distances                                 |
| <b>TYPE I</b>   | Shapeshift a body part into single alternate form (arms into icing dispensers) |
| <b>TYPE II</b>  | Super Strength (+3 to Body Stat; Damage Value +30 for melee combat)            |
| <b>TYPE II</b>  | Transmute one inanimate object into cakes and other sweets                     |
| <b>TYPE II</b>  | Surround or trap most of target's body in sweets/icing                         |
| <b>Type III</b> | Ignore 30 damage points from a Sailor <i>Senshi</i> Attack                     |

**Weakness** | Double damage taken from water-based attacks





**ENGLISH NAME:** Regalia  
**JAPANESE NAME:** Uderingu (the name is a reference to arm rings)  
**ENGLISH EPISODE:** "Promises Fulfilled"  
**JAPANESE EPISODE:** "Omoiwa onaji! Usagi to Mamoru no ai hutatabi!", Episode #77  
["The Thoughts are the Same! Usagi and Mamoru in Love Again!"]  
**TYPE:** Dark moon Droid; Weak Servant  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Regalia is a 6 foot-tall, dark-skinned droid, who wears her long purple hair in a ponytail. She has red eyes, and slashes of yellow makeup decorate her face. She also has a large pink star painted over one eye. Regalia wears a yellow halter-top, and a pleated, wrap-around, blue skirt. She sports several bracelets, a yellow headband, and a golden necklace with a blue Dark moon gem as a pendant.

### SIGNIFICANT EVENTS

Emerald places a Dark Crystal Wedge in The House of Love Bracelets and summons droid Regalia. The droid takes the form of the storekeeper and teaches people how to make love bracelets, but the unsuspecting customers do not know they will infect the wearer with dark energy. After the Scouts learn that Rini was nearly infected by a bracelet that Serena made, they rush to the store and confront Regalia. The Droid fires glowing rings at the Scouts and threatens to control their minds, but they easily dodge her attacks and surround her. Sailor Moon destroys Regalia with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Regalia exhibits the following characteristics:

- Regalia's glowing rings are physical manifestations of her Emotional Control power. She must successfully attack the target that she wishes to control. If Regalia were to grow in power she may be able to overcome this weakness.
- Regalia can cause several specific effects with her emotional control. They include:

Nightmare rings: turns dreams into nightmares  
Lonesome ring: causes extreme loneliness  
Promise ring: causes people to break their promises  
Isolation ring: keeps people from true love  
Enemy ring: changes friends into enemies  
True hatred rings: forces people to hate everything

- Regalia's powers are weak. Her rings can be destroyed by Sailor *Senshi* Attacks that inflict at least 30 points of damage, and her emotional control can be broken by a successful Soul Stat roll.



TOTAL SERVANT ABILITY POINTS 4		BODY 3		MIND 3	SOUL 3
HEALTH POINTS 20		ENERGY POINTS 20		ACV 5	DCV 3
		DAMAGE (melee weapons)			
TYPE I	Assume any human form (such as a storekeeper)				
TYPE II	Infuse an object or area with negative energy (causes anger in humans)				
TYPE II	2 Levels in Emotional Control Sailor <i>Senshi</i> /Knight Sub-Attribute (6 specific effects — see Points of Interest)				
Weakness	Item Dependency Defect (needs Emotion Rings to control emotions)				





**ENGLISH NAME:** Injector  
**JAPANESE NAME:** Parumakon  
**ENGLISH EPISODE:** "No Thanks, Nurse Venus"  
**JAPANESE EPISODE:** "*Venus Minako no naasu daisodo!*", Episode #78  
[*"The Troubles of Venus-Minako as a Nurse!"*]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")



### PHYSICAL APPEARANCE

Injector appears to be made from coloured glass, but her delicate appearance is a facade. She has light-purple skin, and shiny, short, blue hair. Her eyes are red, and she wears a glassy, strapless, purple dress. Injector also wears black boots, and her blue Dark moon gem is on the front of her nurse's cap. Her hands have been replaced with a long scalpel and a needle.

### SIGNIFICANT EVENTS

Emerald summons Injector after placing a Dark Crystal Wedge in a city hospital. The two create a flu virus and spread it throughout the city in order to keep people from interfering with their mission to spread dark energy. Rini and Mina arrive at the hospital to pick up some medicine for their sick friends, but Rini becomes terrified when Injector (disguised as a nurse) tries to give her an injection. Emerald recognizes Rini's Moon Beam and orders Injector to capture Small Lady. Sailor Venus intervenes, but the droid pins the Scout to the wall with a volley of needles. Tuxedo Mask destroys one of Injector's needles with his "Rose Throw", just before it hits Rini. Sailor Mercury uses her "Mercury Bubbles Blast" to confuse the droid, and Sailor Mars sets Injector on fire with "Mars Celestial Fire Surround". Sailor Moon finishes off the flaming Injector with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Injector exhibits the following characteristics:

- Injector has medical training and is a skilled pathologist. She is able to assist the Dark moon Family members with the creation of viruses and plagues, as well as first aid.
- Injector's medical training allows her to stick a needle in the exact place where it will hurt the most. This knowledge gives her access to the Massive Damage Attribute.
- Injector has no bedside manner, which is reflected by her low Soul Stat.



**TOTAL SERVANT ABILITY POINTS 10**

**BODY 4**

**MIND 5**

**SOUL 3**

HEALTH POINTS 70

ENERGY POINTS 30

ACV 6

DCV 4

DAMAGE 25 (scalpel/needle)

**TYPE I** | Acrobatics Neutral Attribute, Level 1

**TYPE I** | Assume any human form (such as a nurse)

**TYPE I** | Damn Healthy! Neutral Attribute, Level 2

**TYPE II** | Fire or shoot needles over short distances

**TYPE II** | Infuse an object or area with negative energy (causes anger in humans)

**TYPE II** | Massive Damage Neutral Attribute, Level 1

**Weakness** | None known





**ENGLISH NAME:** Animal Instinct  
**JAPANESE NAME:** Doggubaa  
**ENGLISH EPISODE:** "Dog Day for Artemis"  
**JAPANESE EPISODE:** "Artemis no boken! Ma no dobutsu okoku!", Episode #79  
 ["The Adventures of Artemis! The Evil Animal Kingdom!"]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Luna, Artemis  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Animal Instinct is a red-skinned droid who stands 6 feet tall. She has pointed ears and fangs, and her long, white hair is pulled back into a bun. The clasp holding her hair has four golden plates hanging from it. Animal Instinct wears black boots, a white belt, and a green body suit edged with pink frills. She has a wide gold band around one leg, and thick gold wristbands. Animal Instinct also wears a tiara set with a blue Dark moon gem in the centre, and she always carries a long black whip.

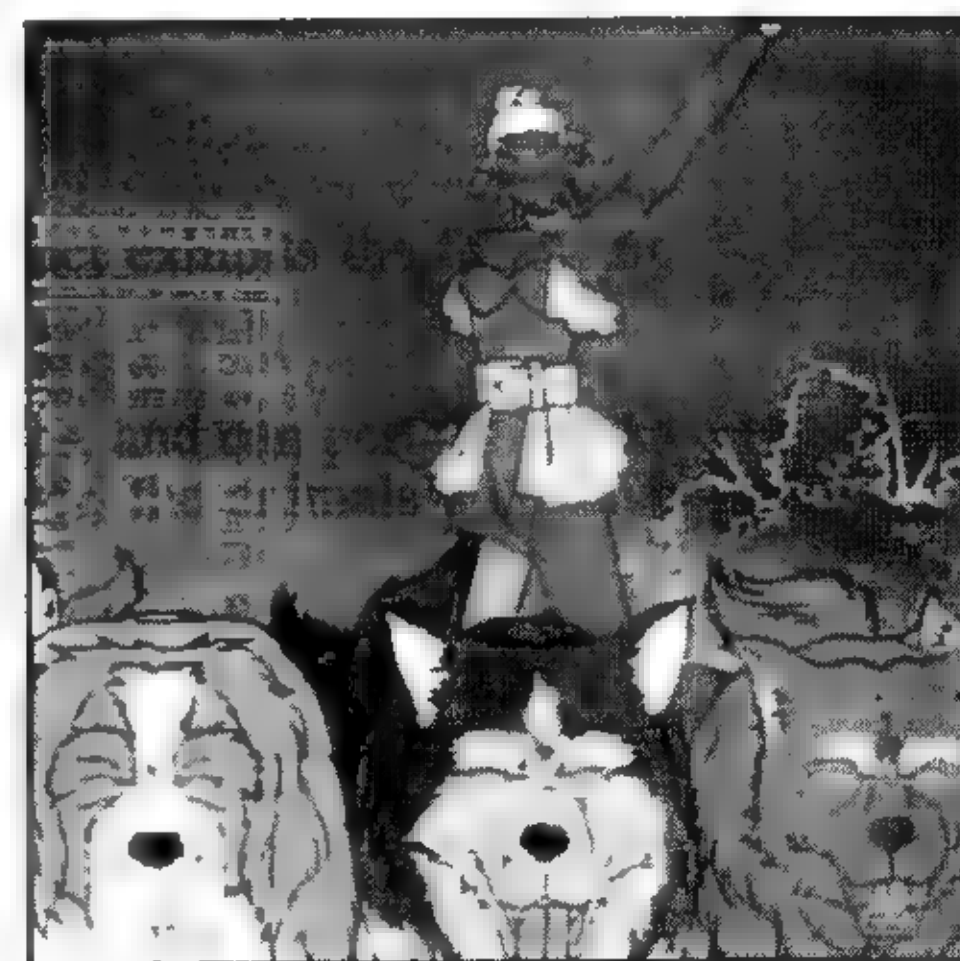
### SIGNIFICANT EVENTS

Emerald places a Dark Crystal Wedge at a local animal shelter, and commands Animal Instinct to guard it. The droid disguises herself as a veterinarian and takes control of the animals at the shelter, where she uses the animals to attack people and spread dark energy. Artemis becomes suspicious of the behaviour of the animals and attempts to investigate, but he is chased away by vicious dogs. Soon after, Luna and the Sailor Scouts arrive to help. Sailor Venus's "Venus Love Chain Encircle" destroys Animal Instinct's whip, while Sailor Mars and Sailor Jupiter combine their attacks to cause an explosion that frightens away the brain-washed animals. Additionally, Sailor Mercury creates a wall of ice with her "Shine Aqua Illusion" to keep the animals from attacking. The Scouts approach Animal Instinct, but the droid is too fast and leashes all of the Sailor Scouts with collars and chains. Artemis leaps at Animal Instinct's face and while the droid is distracted, Sailor Moon slips out of her collar and destroys her with "Moon Sceptre Elimination".

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Animal Instinct exhibits the following characteristics:

- Animals under Animal Instinct's control develop glowing red eyes, and can perform tricks and attacks that they would normally be unable to do. However, the animals still have instinctive reactions, such as fear of fire.
- Animal Instinct's whip can become electrified with dark energy to inflict a total of 30 DAMAGE points. The whip will be destroyed if it receives at least 30 points of damage.
- If Animal Instinct is distracted, the victims she has collared will be able to free themselves.



**TOTAL SERVANT ABILITY POINTS 9**

**BODY 5**

**MIND 4**

**SOUL 3**

HEALTH POINTS 50

ENERGY POINTS 30

ACV 6

DCV 4

DAMAGE 30 (whip)

<b>TYPE I</b>	Assume any human form (such as a veterinarian)
<b>TYPE I</b>	Speed Neutral Attribute, Level 1
<b>TYPE I</b>	Surround or trap a small part of a target's body with an object (up to 5 collars with chain leashes)
<b>TYPE II</b>	Item of Power <i>Senshi</i> /Knight Sub-Attribute, Level 1 (electric whip)
<b>TYPE II</b>	Infuse an object or area with negative energy (causes anger in humans)
<b>TYPE II</b>	Control the minds of 11-20 animals, or more

**Weakness** | None known





**ENGLISH NAME:** Mistrust  
**JAPANESE NAME:** Giwaaku (reference to doubt or suspicion)  
**ENGLISH EPISODE:** "Lonely Amy"  
**JAPANESE EPISODE:** "Kyofu no genei! Hitoribocchi no Ami!", Episode #80  
["The Scary Illusion! Solitary Ami!"]  
**TYPE:** Dark moon Droid; Moderately Powerful Servant  
**MASTER:** Emerald  
**OPPONENT:** Sailor Moon, Sailor Mercury, Tuxedo Mask  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Mistrust is a typical droid with pale-purple skin, pointed ears and fangs. She has short, red hair, and two twisted red antennae that protrude from her head. Mistrust wears a black body suit that has so many holes it verges on being a bikini. She also wears long, wrinkled, black gloves, and thigh-high black boots. Mistrust's blue Dark moon gem is implanted just below her neck.

### SIGNIFICANT EVENTS

Emerald places a Dark Crystal Wedge at the Albert Einstein School for the Gifted. She summons Mistrust and orders the droid to spread dark energy throughout the school. Amy realizes that all of her fellow students from cram school are behaving strangely, and she visits the school to investigate. She finds it filled with negative energy, and thus transforms into Sailor Mercury. Mistrust sends several clones of herself after the Scout, but Sailor Mercury easily defeats them with "Shine Aqua Illusion". Mistrust changes tactics and touches Sailor Mercury's mind with her "Hallucination Doubt" power. When Sailor Mars, Sailor Jupiter, and Sailor Venus arrive, Sailor Mercury believes they have turned against her and she runs from the school. Meanwhile, Sailor Moon and Tuxedo Mask confront Mistrust outside. The droid attempts to use her power on Sailor Moon but she fails. Mistrust then sends her clones to attack Tuxedo Mask. The other Scouts arrive on the scene and the droid tries to convince Sailor Mercury to attack her friends. Sailor Mercury is able to break Mistrust's spell and uses her "Shine Aqua Illusion" to shatter the droid's antennae. Mistrust's clones disappear as she reels in pain, and Sailor Moon uses her "Moon Sceptre Elimination" to vapourize the droid.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Mistrust exhibits the following characteristics:

- Mistrust's "Hallucination Doubt" is a mind control effect that causes victims to believe that his or her friends have turned against them. Victims who are unable to break the mind control (requires a Soul Stat check) may even turn against their allies.
- Mistrust's antennae uncurl and point at their target whenever she uses her "Hallucination Doubt" power.
- Mistrust's clones have no special abilities of their own, but they can physically attack others. They have the same Stats as Mistrust and vanish without a trace when they are destroyed.



**TOTAL SERVANT ABILITY POINTS 10**

**BODY 4**

**MIND 5**

**SOUL 3**

HEALTH POINTS 30    ENERGY POINTS 50    ACV 6/7    DCV 4/5    DAMAGE 20 (melee combat)

**TYPE I**    Focused Combat Neutral Attribute, Level 1 (melee combat)

**TYPE I**    Levitate (up to 20 feet)

**TYPE II**    Control the minds of 2-4 humans

**TYPE II**    Create duplicate copies of herself (not an illusion)

**TYPE II**    Infuse an object or area with negative energy (causes anger in humans)

**TYPE II**    Limited-range teleportation

**Weakness**    None known





**ENGLISH NAMES:** Doom and Gloom  
**JAPANESE NAMES:** Kiraru and Akiraru ("chiral" and "achiral" are chemistry terms concerning mirror images)  
**ENGLISH EPISODE:** "Child's Play"  
**JAPANESE EPISODE:** "Ankoku geeto kansei? Nerawareta shogakkou!", Episode #81  
 ["The Dark Gate Opens? Grade School Targeted!"]  
**TYPE:** Dark moon Droids; Strong Servants  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Tuxedo Mask, Rini  
**FATE:** Destroyed by Sailor Moon ("Moon Sceptre Elimination")

### PHYSICAL APPEARANCE

Doom and Gloom are identical in appearance except for the colour of their skin and hair. Doom is the older of the two brothers, and has white skin, and light-blue hair. He wears a blue tank top, and white pants. Gloom has dark skin, and pale-purple hair. He wears a white tank top with blue pants. Both brothers wear an orange Dark moon gem on a necklace around their necks, but they also sport the Dark moon symbol in the middle of their foreheads, and wear Dark moon earrings identical to those of the Dark moon Family.

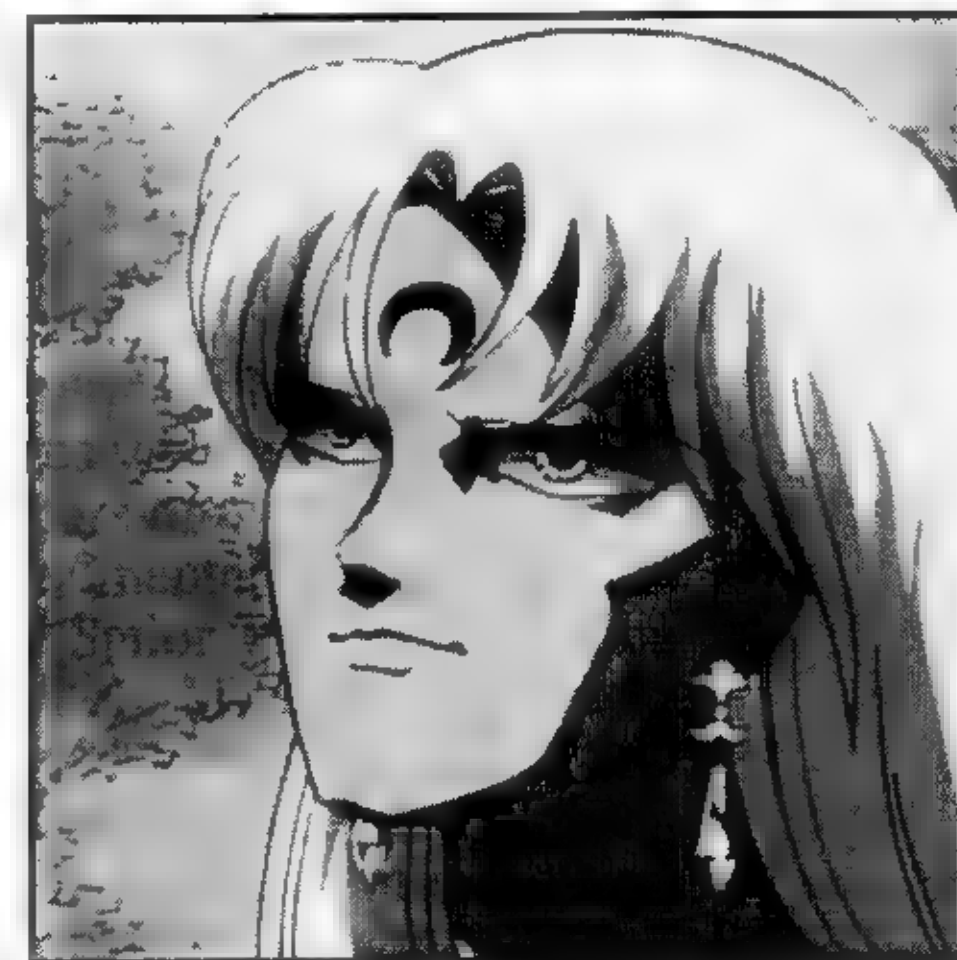
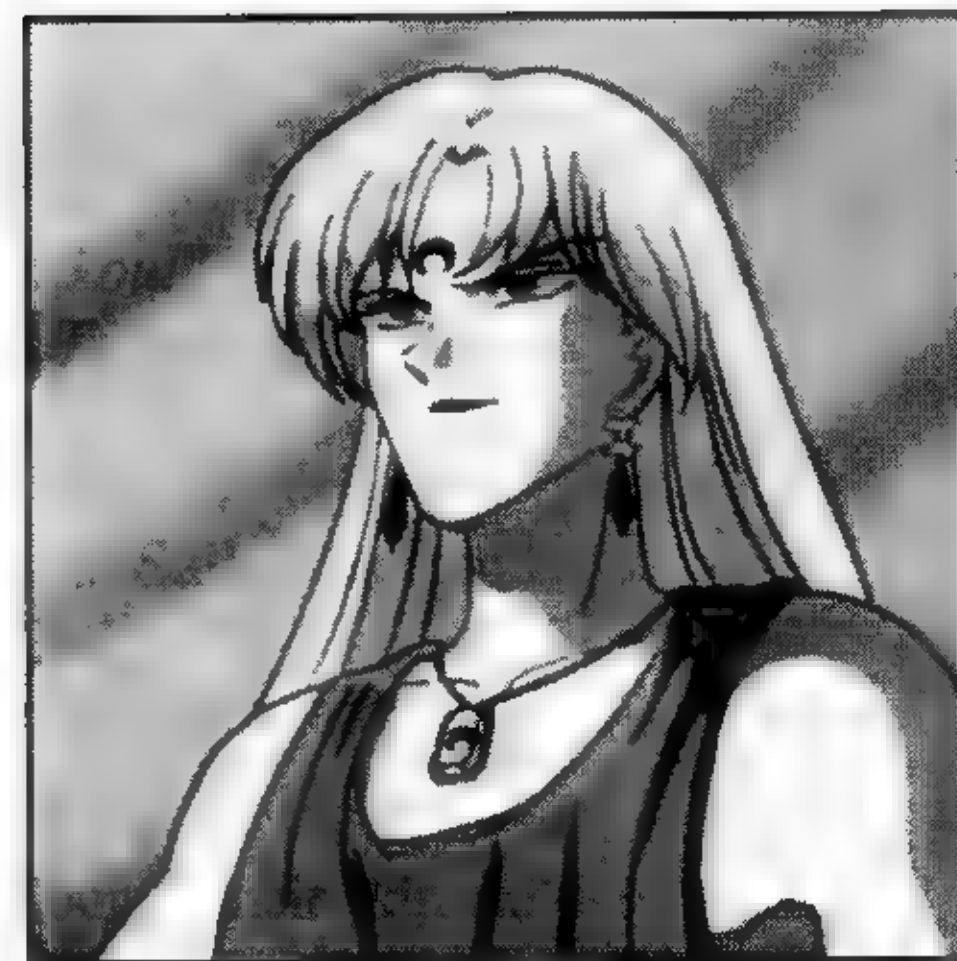
### SIGNIFICANT EVENTS

Emerald sends her servants Doom and Gloom to spread dark energy at Mayfair Park and at Harbor Elementary School. The Crystal Wedges grow to huge sizes while under Doom and Gloom's protection, and Emerald gives the twins new orders: "take care of the Sailor Scouts!" Gloom confronts most of the Scouts at Mayfair Park and uses his elemental control over the earth to block Sailor Mars and Sailor Venus's attacks. He dodges Sailor Mercury's "Shine Aqua Illusion" and then teleports to Harbor Elementary School to help his brother dispatch Sailor Moon. The Scouts rush to their leader's aid, but they are trapped with Sailor Moon and Rini by a box of Negative energy created by Doom and Gloom. Rini uses the power of the Imperium Silver Crystal inside of her to disrupt the twins' attacks and blast them out of her school. Sailor Moon and Sailor Jupiter run outside to finish them off, but the twins surprise them by rising out of the ground. Tuxedo Mask distracts Doom and Gloom before they can attack the Scouts, which allows Sailor Moon to begin her "Moon Sceptre Elimination". The twins attempt to meld back into the ground but Sailor Jupiter stuns them with her "Jupiter Thundercrash Zap", and Doom and Gloom are destroyed by Sailor Moon.

### POINTS OF INTEREST

In addition to the Servant Abilities listed below, Doom and Gloom exhibit the following characteristics:

- Doom and Gloom work well as a team, and can easily synchronize their attacks.
- Doom and Gloom can modify their Negaverse Attack to form walls of negative energy.
- Doom and Gloom are very powerful and intelligent servants. They may have been on the verge of being promoted to the Dark moon Family. It is also possible that they were once members of the Family and have been demoted to servants for past failures.



TOTAL SERVANT ABILITY POINTS 15		BODY 6		MIND 5	SOUL 4
HEALTH POINTS 70		ENERGY POINTS 70		ACV 8	DCV 6
		DAMAGE 30 (Negaverse Attack)			
TYPE I	Meld into the surrounding environment (ground, walls, etc.)				
TYPE I	Levitate				
TYPE II	Infuse an object or area with negative energy (causes anger in humans)				
TYPE II	Limited-range teleportation				
TYPE III	3 Levels in Elemental Control <i>Senshi</i> /Knight Sub-Attribute (Earth)				
TYPE III	Negaverse Attack Negaverse Sub-Attribute, Level 2				
Weakness	None known				





## Genie of the Time Warp



**ENGLISH NAME:** Genie of the Time Warp  
**JAPANESE NAME:** Ryuakusu  
**ENGLISH EPISODE:** "Future Shocked"  
**JAPANESE EPISODE:** "Mirai e no tabidachi! Jikuu kairo no tataakai!", Episode #82  
 ["Journey to the Future! The Battle in the Time Tunnel!"]  
**TYPE:** Dark moon Droid; Strong Servant  
**MASTER:** Emerald  
**OPPONENTS:** Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus, Rini  
**FATE:** Destroyed by the Sailor Scouts ("Sailor Planet Power")

**PHYSICAL APPEARANCE**

The Genie of the Time Warp is not a traditional genie. She is a 5 1/2 foot-tall female droid with pale-white skin. She has curly blue hair and wears a turban decorated with feathers, a gold headband, and a green Dark moon gem. The Genie also wears a black and white dress, a black choker, and golden armbands.

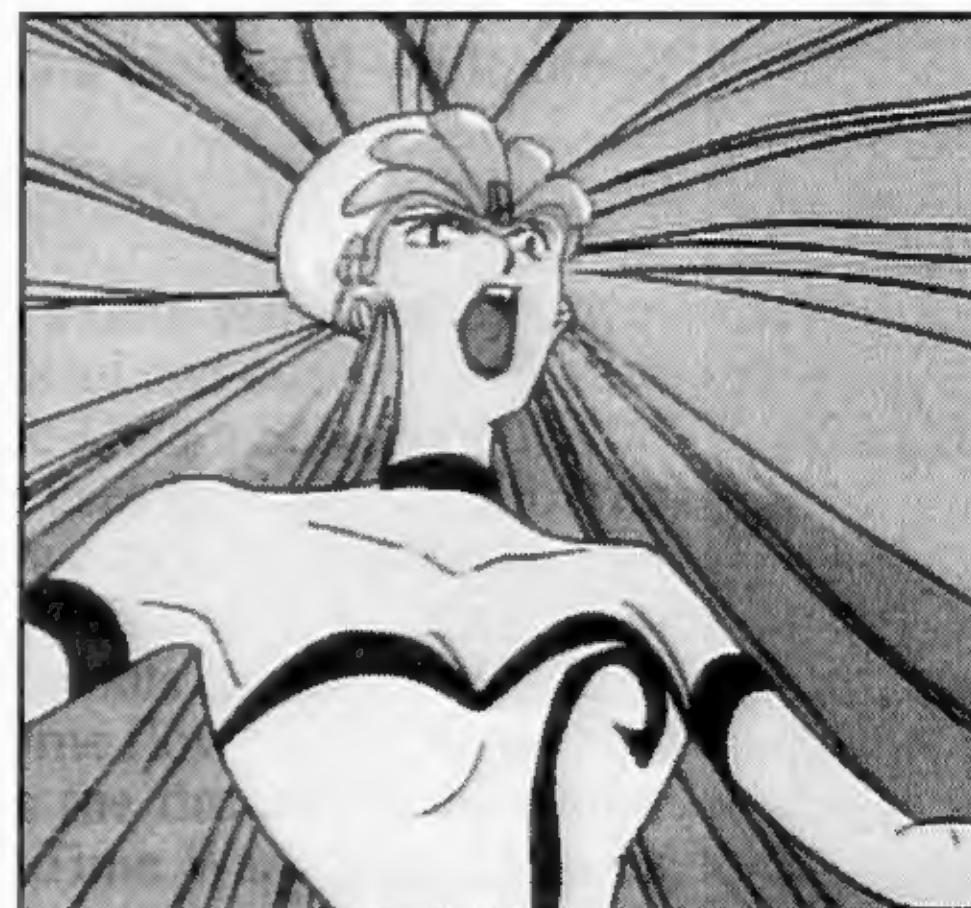
**SIGNIFICANT EVENTS**

The Sailor Scouts, Rini, and Tuxedo Mask become separated in a time warp as they travel to the future. Emerald sends the Genie of the Time Warp to capture Rini and ensure that Sailor Moon remains lost in time forever. The Genie appears to Rini as Neo-Queen Serenity but Rini sees through the illusion and refuses to follow the Droid. The Genie uses her hair to try to trap Small Lady, but Rini defends herself with a magical slingshot. The weapon has little effect on the droid, but the Sailor Scouts arrive in time to protect Rini. The Genie uses her Elemental Control to reverse time whenever a Scout attacks her, and the Sailor Scouts are forced to dodge their own powers. Using her computer, Mercury discovers that the time flow returns to normal for a few moments after the droid uses her powers. Rini charges the droid and the Sailor Scouts use their "Sailor Planet Power" to destroy the Genie of the Time Warp after she uses her powers to repel Rini's attack.

**POINTS OF INTEREST**

In addition to the Servant Abilities listed below, the Genie of the Time Warp exhibits the following characteristics:

- The Genie of the Time Warp lives within the time warp itself, and cannot survive beyond its confines. She has extensive knowledge of the Warp and can easily find her way around it from any point.
- When using her Elemental Control, the Genie must allow the time flow to return to normal before initiating her next attack.
- The Genie of the Time Warp may have once been an ally of Sailor Pluto before she was corrupted by the Dark moon Family and changed into a droid.



<b>TOTAL SERVANT ABILITY POINTS 11</b>		<b>BODY 7</b>		<b>MIND 5</b>	<b>SOUL 4</b>
HEALTH POINTS 70		ENERGY POINTS 70		ACV 7	DCV 7
		DAMAGE 30 (claws)			
TYPE I	Claws and hair can stretch to great lengths				
TYPE I	Levitate (up to 30 feet)				
TYPE I	Powerful Mind Neutral Attribute, Level 1				
TYPE II	Create believable illusions for 2-4 people				
TYPE II	Surround or trap most of a target's body with her hair				
Type III	3 Levels in Elemental Control Senshi/Knight Sub-Attribute (time)				
Type III	Unlimited-range teleportation				
WEAKNESS	Need to "recharge" between actions, which prevents simultaneous attacks (time flow connection) Movement is limited within a defined area (Time Warp)				





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